

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 HAN SHOT FIRST	10	3	2	0	12	5	3	1	1	13	8	12	21
2 GALACTIC STARS	10	3	1	1	16	13	3	0	2	13	8	8	19
3 SITH HAPPENS FC	10	1	2	1	4	4	4	1	1	14	3	11	18
4 JLR COMMANDOS	10	2	1	2	4	5	2	3	0	9	4	4	16
5 SMITHY ATHLETIC	10	1	3	1	17	12	3	0	2	13	10	8	15
6 MANDALORE	10	3	0	2	10	8	2	0	3	13	14	1	15
7 CHERNOBYL	10	1	1	2	5	6	2	2	2	8	12	-5	12
8 GOBAITH FC	10	1	2	2	6	13	2	1	2	8	9	-8	12
9 ETERNAL SPRINGS	10	2	2	2	8	5	0	3	1	1	4	0	11
10 RPG ROVERS	10	2	1	3	5	9	1	1	2	2	7	-9	11
11 STILE COMMON	10	1	2	2	3	5	0	3	2	1	5	-6	8
12 MOSEISLEY JAWAS	10	0	1	4	4	12	0	3	2	2	10	-16	4

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 HILL VALLEY	10	5	0	0	14	1	2	1	2	10	4	19	22
2 FULL THROTTLE FC	10	3	1	0	20	6	3	2	1	14	4	24	21
3 PFC LUBOCRANETS	10	3	1	1	13	5	3	2	0	17	6	19	21
4 ANDRASSY AVENUE	10	4	0	1	11	4	2	1	2	7	14	0	19
5 DYSTOPIA IV	10	3	2	1	12	1	2	1	1	4	5	10	18
6 GALERIE BLEU FC	10	1	4	0	3	2	2	1	2	8	5	4	14
7 HENLEY ROVERS	10	3	2	0	20	4	0	2	3	2	7	11	13
8 THE FORCE	10	3	1	2	15	5	0	3	1	1	2	9	13
9 MEMORIAL PARK	10	2	1	2	2	6	0	1	4	0	15	-19	8
10 BRUTUS AWAKENS	10	0	0	4	2	15	2	1	3	3	12	-22	7
11 STAR COMMAND	10	2	0	3	3	13	0	0	5	2	20	-28	6
12 STARFIGHTER FC	10	0	3	2	0	6	0	0	5	0	21	-27	3

Top three are looking as if the title might be theirs to battle over as **JLR & Mandalore** are beginning to look as if they are slowly fading way. Both need to string some wins together if they are to go for broke in the second half of the season.

Gobiath rise up the table and away form danger, pushing opponents **RPG** into the bottom three. Add to this a good cup win and a good session for Mr Walters.

100% home record has pushed **Hill Valley** back towards the top spot in the second divison.They take advantage of the draw between rivals **Throttle & Lubies**. Shock defeat, and how for **Andrassy** against **The Force**, who hammer ten goals int heir two games this session. This allows **Dystopia FC** to move to within three points of the promotion places. Is Mr Sutton the dark nag to watch as the seasn unfurls.?

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Games & C T Dempsey

Hope League - Session Eight

Season 3

RESULTS HOPE SESSION EIGHT

RESULTS ROUND-UP

TEMPERATURE: Freezing

Week twenty-three

DIVISION 1

MANDALORE Att 49792* Wind: Light Pitch: Frozen	0 : 3 GALACTIC STARS (A - 0.3) Gungan 21 Solo sutton 27 Ackbar ashcroft 88
ETERNAL SPRINGS Nevaending 20 Att 38657 Pitch: Muddy	1 : 1 JLR COMMANDOS (H - 0.7) Tromskar 79 Wind: Calm
MOSEISLEY JAWAS Devaronian 13 bkd - Bith (78)/ Kitonak (71)/ Berry (13) Inj - Mon calamari (2) Wind: Light *Derby Game*	1 : 3 SITH HAPPENS FC (A - 0.3) Seymour 8(p) Roba fett 34,51 bkd - Rune haako (13) off - Surman (7) Att 38000* Pitch: Frozen
SMITHY ATHLETIC Hill 4,43 Bjorn smith 74 bkd - Dennis smith (28) Att 39800* Pitch: Frozen	3 : 3 CHERNOBYL (H - 1.5) Lineker 7 Haavelmo 28 Draper 49 Wind: Light
RPG ROVERS Att 29390 Wind: Calm Pitch: Muddy	0 : 2 GOBAITH FC (A - 1.7) Carreg 22 Ynu 66
HAN SHOT FIRST Calo nord 15 Dahl 17 Greedo 35	3 : 0 STILE COMMON (H - 0.9) Att 44207 Wind: Light Pitch: Frozen

DIVISION 2

HILL VALLEY Marv berry 30 Palpatine 43 Pitch: Frozen	2 : 0 GALERIE BLEU FC (A - 0.1) Att 30783 Wind: Brisk
THE FORCE Rogue 1 Greedo 29 Encke 43(og) Pascal 53 George 59 Crisp 60	6 : 1 ANDRASSY AVENUE (H - 1.1) Lazuli 74 Inj - Encke (3) Att 29616 Wind: Light Pitch: Frozen
PFC LUBOCRANETS Wookiesky 9 Att 36335 Pitch: Frozen	1 : 1 FULL THROTTLE FC (A - 0.9) Greatscott 63 Wind: Light
HENLEY ROVERS Niagara 5 Hart 27 Frantzen 38,41 Andersen 83(p) Inj - Damer (1)	5 : 0 BRUTUS AWAKENS (H - 2.1) bkd - Leia jensen (57) Att 31077 Wind: Light Pitch: Frozen
DYSTOPIA IV Horderats 34 Fallout 35 Cockroach 57 Chemical watse 66 Stockholm 89	5 : 0 STAR COMMAND (H - 0.9) Att 30784 Wind: Light Pitch: Frozen
STARFIGHTER FC Att 40000 Pitch: Muddy	0 : 0 MEMORIAL PARK (A - 0.5) Wind: Light *Derby Game*

Week twenty-four

THE HOPE CUP

3rd round replays

GOBAITH FC Villeneuve 3,79 Ynu 9 Swtmae 76 Luke 79	5 : 1 HENLEY ROVERS (H - 0.9) Reading 57 Att 33523 Wind: Light Pitch: Wet
SITH HAPPENS FC Desperado 7 Creed 35 off - Dengar (59) Pitch: Frozen	2 : 1 DYSTOPIA IV (H - 0.9) Chemical watse 81 Att 40000* Wind: Light

Week twenty-five

THE HOPE LEAGUE CUP

Quarter-finals

MANDALORE Baby yoda 6(p) Iam mighty 45 off - Nam beroya (82)/ Sarlacc (56) Att 49792* Wind: Light *Derby Game*	2 : 4 SMITHY ATHLETIC (A - 0.5) Bo smith 7 Edwin smith 30 Dave smith 33 Neil smith 41 bkd - Bo smith (18) Pitch: Frozen
JLR COMMANDOS Tromskar 31 bkd - Canderous ordo (14) Att 47466 Wind: Light	1 : 4 THE FORCE (A - 0.7) Greedo 27 Hamill 67 Pascal 72,73 Pitch: Frozen
CHERNOBYL Johnson 4,22,88 Lineker 69 O'neill 69 Haavelmo 85 Pitch: Frozen	6 : 2 PFC LUBOCRANETS (A - 0.3) Dempsov 41,49 off - Preslansky (52) Att 36027 Wind: Light
SITH HAPPENS FC Dengar 16 Desperado 47 Wind: Light	2 : 1 HAN SHOT FIRST (H - 0.3) Dahl 56 Att 40000* Pitch: Muddy

HOPE FRIENDLIES

ROMULUS(NL)	0 : 0 FULL THROTTLE FC (H - 0.3)
CHERNOBYL	0 : 1 MET POLICE(NL) (A - 4)
UXBRIDGE(NL)	5 : 1 BRUTUS AWAKENS (H - 5.5)
ANDRASSY AVENUE	0 : 1 TELFORD UTD(NL) (A - 1.9)
GALACTIC STARS	0 : 2 ENFIELD(NL) (A - 1.1)
WOKING(NL)	3 : 1 GALERIE BLEU FC (H - 1.9)
CARSHALTON(NL)	4 : 1 DYSTOPIA IV (H - 3.5)
ETERNAL SPRINGS	0 : 0 SOUTHPORT(NL) (A - 0.7)
ALFRETON TOWN(NL)	7 : 0 JLR COMMANDOS (H - 2.5)
GOBAITH FC	0 : 2 HEDNESFORD (NL) (A - 5.1)
SUTTON UTD(NL) bkd - Derrins (11)	2 : 0 HILL VALLEY (H - 1.3)
WEYMOUTH(NL)	4 : 0 MEMORIAL PARK (H - 2.5)
MARGATE(NL)	3 : 0 PFC LUBOCRANETS (H - 3.1)
HENLEY ROVERS	0 : 4 STEVENAGE(NL) (A - 4.7)
RUNCORN(NL)	1 : 1 HAN SHOT FIRST (H - 0.9)
HASTINGS UTD(NL)	1 : 1 MANDALORE (H - 2.3)
STARFIGHTER FC	0 : 2 NORTHWICH(NL) (A - 1.3)

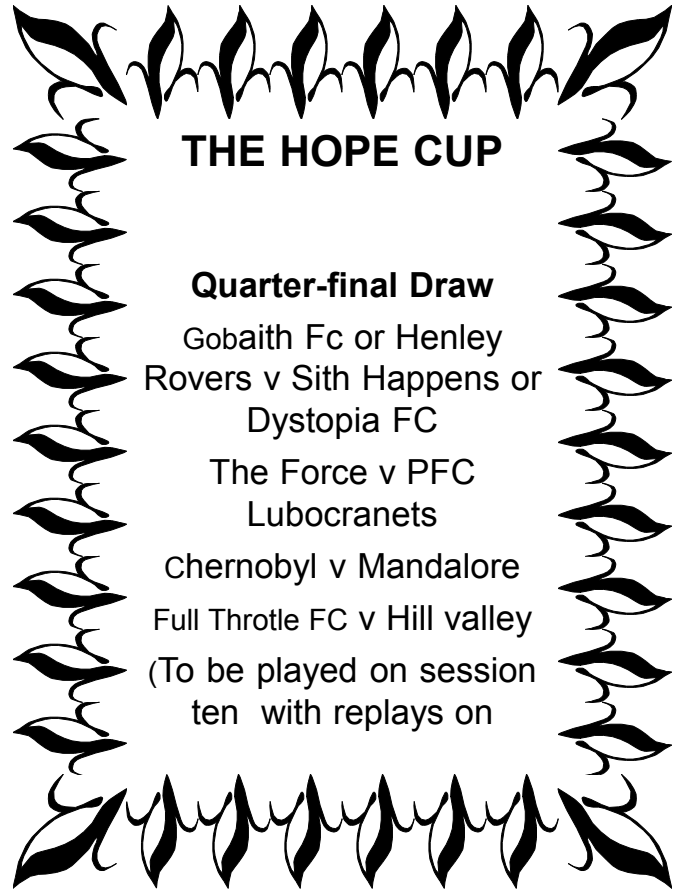


THE HOPE LEAGUE CUP

Semi-finals

Chernobyl v The Force
Smithy Athletic v Sith Happens FC

(To be played on session twelve neutral grounds with replays on following session)



THE HOPE CUP

Quarter-final Draw

Gobaith Fc or Henley Rovers v Sith Happens or Dystopia FC

The Force v PFC Lubocranets

Chernobyl v Mandalore
Full Throtle FC v Hill valley
(To be played on session ten with replays on

WELLING(NL)	0 : 0	RPG ROVERS	(H - 2.1)
STAR COMMAND	0 : 2	KETTERING(NL)	(A - 2.7)
		bkd - Bules (11)	
STAFFORD(NL)	2 : 1	SMITHY ATHLETIC	(H - 2.5)
THE FORCE	0 : 3	SLOUGH(NL)	(A - 3.5)
BATH(NL)	0 : 0	STILE COMMON	(H - 1.1)
WYCOMBE(NL)	5 : 1	MOSEISLEY JAWAS	(H - 3.3)

WEATHER FORECAST

Temperature next session: Freezing

Predicted wind speed next session: Light

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	DAHL	HAN SHOT FIRST	14
2	BABY YODA	MANDALORE	10
3	HAAVELMO	CHERNOBYL	7
4	SEYMOUR	SITH HAPPENS FC	7
5	JOHNSON	CHERNOBYL	6
6	YNU	GOBAITH FC	6
7	DESPERADO	SITH HAPPENS FC	6
8	GUNGAN	GALACTIC STARS	6

DIVISION 2

1	JOHN SMITH	FULL THROTTLE FC	14
2	TUSKEN	FULL THROTTLE FC	11
3	BUTTON	HILL VALLEY	11
4	MCCRUDDOV	PFC LUBOCRANETS	10
5	WOOKIESKY	PFC LUBOCRANETS	9
6	CHEMICAL WATSE	DYSTOPIA IV	8
7	LAZULI	ANDRASSY AVENUE	8
8	PASCAL	THE FORCE	8

MANAGERIAL RATINGS - PHYSIO POINTS

TOP

MOSEISLEY JAWAS - 0

RPG ROVERS - 0

GALERIE BLEU FC - 0

BOTTOM

SMITHY ATHLETIC - 20

MANDALORE - 20

MEMORIAL PARK - 23

MANAGERIAL RATINGS - CAPTAIN BONUS

TOP

SMITHY ATHLETIC - 0

SITH HAPPENS FC - 0

CHERNOBYL - 0

BOTTOM

MOSEISLEY JAWAS - 19

HILL VALLEY - 22

RPG ROVERS - 22

Since A Draw

Mandalore	15 games
Star Command	12 games
Brutus Awakens	8 games
Gobaith Fc	7 games
Pfc Lubocranets	7 games
Galactic Stars	4 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- NAM BEROYA [1] (MANDALORE) / SARLACC [1] (MANDALORE) / DENGAR [1] (SITH HAPPENS FC) / SURMAN [1] (SITH HAPPENS FC) / PRESLSANSKY [1] (PFC LUBOCRANETS) /

PRIVATE DEALS

GALACTIC STARS sold BOBA FETT DAG (18-2 DF) {APP} to STAR COMMAND for 0K

STAR COMMAND sold GOLF (18-2 DF) {APP} to GALACTIC STARS for 25K

RPG ROVERS sold ROBIN HOOD (19-10 FW) to GOBAITH FC for 0K

GOBAITH FC sold NEIDIR (19-10 FW) to RPG ROVERS for 0K

HAN SHOT FIRST sold BAO DUR (18-2 FW) {APP} to DYSTOPIA IV for 800K

GOBAITH FC sold FERCH (18-2 DF) {APP} to DYSTOPIA IV for 250K

STILE COMMON sold SURMAN (18-2 MF) {APP} to STARFIGHTER FC for 104K

STILE COMMON sold BERRY (18-2 MF) {APP} to STARFIGHTER FC for 104K

All deals completed successfully!

MOST APPEARENCES (CAREER)

DIVISION 1

1	MABINOION	GOBAITH FC	77
2	HEMINGWAY	MANDALORE	76
3	LUX BONTERI	MANDALORE	76
4	BOBA BRUTUS	MANDALORE	75
5	NAM BEROYA	MANDALORE	75
6	YNU	GOBAITH FC	73
7	KETSUONYO	HAN SHOT FIRST	73
8	SOLO SUTTON	GALACTIC STARS	72

DIVISION 2

1	NEPTUNIUM	GALERIE BLEU FC	73
2	MANET	GALERIE BLEU FC	73
3	GU	STAR COMMAND	72
4	LAUTREC	GALERIE BLEU FC	72
5	KOULDBE MIGHTY	BRUTUS AWAKENS	71
6	CEZANNE	GALERIE BLEU FC	71
7	GAUGUIN	GALERIE BLEU FC	71
8	ROTTING CORPSE	DYSTOPIA IV	70

AUCTION PAGE

ROLLING AUCTION RESULTS SESSION EIGHT

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
2) FW	18-3	TURBO SMITH	(SMITHY	766K	10	676K

All players not shown were unsold.

AUCTION FOR SESSION NINE

- | | |
|------------------|---|
| 1) YOUTH TARINER | adds 2 APP DISCOVERIES |
| 2) P/S COACHING | nominated player becomes P/S |
| 3) STAR QUALITY | nominated level 12 player becomes a STAR |
| 4) SUPER SCOUT | |
| 5) FAST RISER | nominated player ebcomes a fast riser |
| 6) ACADEMY | TWO QAUL APPS BECOME FUT |
| 7) OOP | nominated player who has OOP pts becomes a UT |

OUT-OF-CONTRACT PLAYERS

- | | | | |
|-------|------|---|---|
| 8) UT | 20-9 | P | -Radio Silence of Starfighter Fc
{RES 360k - 52% BW/ 44% CR} |
|-------|------|---|---|

AUCTIONS

THERE ARE AUCTION LISTS ON the following sessions (ie the items will appear for bidding on) 0/ 2 / 4 / 6 / 8 / 10/12

The transfer deadline also comes into play on S13.

AUCTION NOTES

NOTE
THIS
WELL

From now onwards we would like you to always write, `don't sell if he turns star in the messages to GM box, **EVEN IF HE IS ALREADY A LEVEL TWELVE STAR ALREADY**, as well as ticking the relevant DON'T SELL box in teampick **EVEN IF HE IS ALREADY A LEVEL TWELVE STAR ALREADY**.. NOTE THAT TICKING THE BOX IS THE MAIN DECISION-MAKER IN WHETHER A PLAYER IS SOLD OR NOT, the GM Message is just o help the GM if there is a problem!

Also PLEASE DO NOT leave partially-completed transfers in your transfer section, i.e. eaving the team name or the player, etc., it is laziness on your part and might result in strange things happening to your team!!!

And you MUST spell the names of the players included in any deal correctly. If you don't then the program might refuse them and they don't go through, so be careful.

In future, you are allowed multiple conditional bids from which the program will attempt to purchase just one item. However, you are also allowed multiple Unconditional bids from which the program will attempt to purchase all. teampick users just have to use the relevant boxes in the program, those who don't use teampick must ensure they stick to these rules and make it clear on their turns just what they want to happen in their bidding process.

LSO, be careful when doing deals etc. The program works on team order, which can cause problems. Best idea is NOT to have 25 players in your squad at the start of a turn and do deals and sell to NL, cos if the manager you are doing a deal with has a lower team number than yours, the program will say you have no space in your squad, even though you are trying to sell players to the non-league. His orders will be processed before yours!!

ROLLING AUCTION LEVELS

The following are the minimum levels relating to each session for entering players into the rolling auction:-

<u>SESSIONS</u>	<u>MIN LEVEL</u>
1 to 3	5
4 to 5	6
6 to 8	7
9 to 10	8
11+	9

These are also the same levels which decide whether a player will go straight to N/L when out of contract rather than being put into the auction

Please note that from now onwards it is illegal to sell any player and then buy him back in the next three session FOR ANY REASON WHATSOEVER. If you do that playing will be banned for life and you will lose him

KICKABOUT MUSINGS & MEANDERINGS

During the course of the veterans ageing there was a lot of discussion regarding how the ageing works. Obviously few of you have any idea, those who have had it explained at weekends have forgotten it, others just pick numbers out of the ether.

Well ageing works as follows:-

Each player has two factors. One is his skill level, the second is his experience quotient (which unless he is a fader, will go up each session. I.e., a player looks to you as if he is, say, a level 9, but hidden from you is his experience fraction, so he might be a level 9.2 or a level 9.8.

When we get to the dreaded ageing. The computer takes his skill level, i.e. the 9 part, and performs the ageing percentage decrease on this. , for example perhaps the skill level drops to 6.75.

THEN, and this is important, it adds the experience level back to this figure, so you don't actually lose the player's experience.

Let's say this player was 9.2, this would make him a 6.95. But if he were a 9.8 it would make him 7.55.

So you can see that it is not really possible to know what a player's aged level will be because of experience (OK, you can make a guess perhaps if he has an asterisk by his name, i.e. his experience is high and about to rise and reckon that he might well be 7 rather than 6 but you never know

SOCIAL MEDIA

We have finally been dragged kicking and screaming into the 21st Century , pity all dinsoaurs aren't like that and have upped our presence on social mediua sites. Links to our pages will soon appear on the web-site, but in the meantime we can be found on

FACEBOOK - kickabout online

and Twitter

Online Kickabout

and remember the KA web-site

www.Kickaboutonline.co.uk to see the goodies

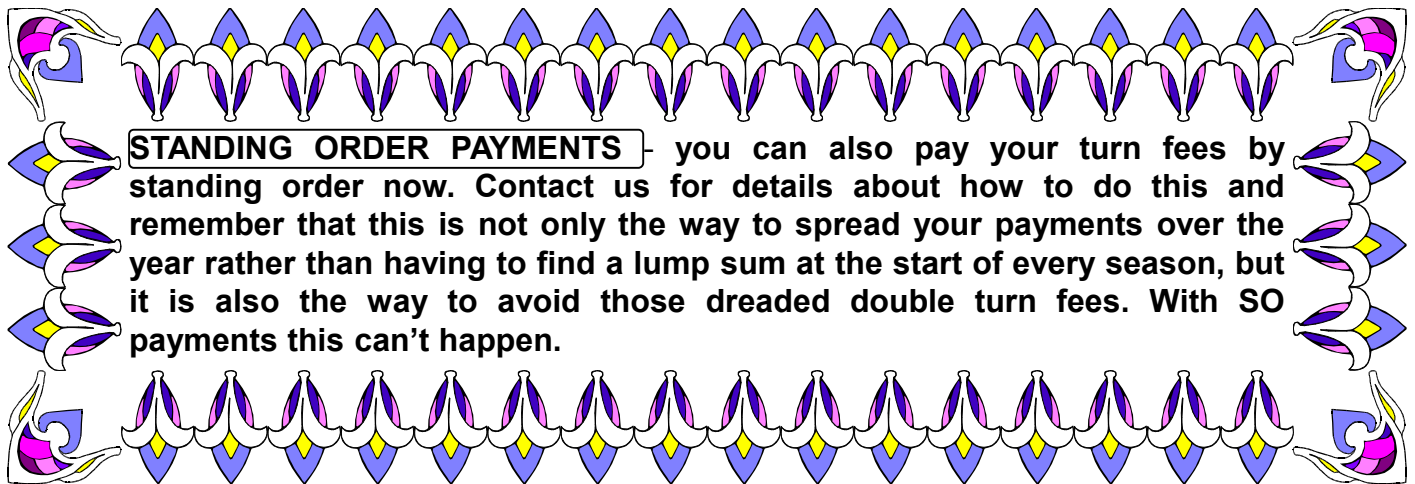
CREDIT CARD PAYMENTS

Can be made to us using the **PAYPAL** service. So if you want to pay anything by credit card then you could register with them and give it a try. Also note that if you send your payments as a gift ALL of the cash reaches us without any paypal fees being charged at our end and all is credited to your account.

You can pay by card/paypal through our new web-site

kickaboutonline.co.uk

Payments can now be made via paypal on [our chris.spelbinder@btinternet.com](mailto:chris.spelbinder@btinternet.com) address only.



STANDING ORDER PAYMENTS - you can also pay your turn fees by standing order now. Contact us for details about how to do this and remember that this is not only the way to spread your payments over the year rather than having to find a lump sum at the start of every season, but it is also the way to avoid those dreaded double turn fees. With SO payments this can't happen.

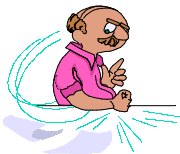
THE KICKABOUT COMMUNITY

EMAIL CHAT LIST - yes, you can subscribe to our email discussion group. There is a list for general Kickabout topics, a list for each individual league, one for the vulcano, one for teampick subscribers, even one for the weekend players. Learn more about the game, talk to other players and the Gm. To subscribe to the main list send a blank email to KA-kickabout+subscribe@groups.io. For others you do the same except put the league, name with Ka- in front of subscribe. However, some league lists have an ending in .co.uk instead of .com, so if one doesn't work then please try eeh other!!

One thing to note about subscribing to the list, we post a regular schedule of where every league is in the processing schedule, when it is sent out, when the latest return-by-date is. This is of great help and if you have email you should really be receiving this.

MARKING UPDATE

We have worked out a system to check on anybody who is using last season's marking numbers for the current season. Basically the program will save a list of all valid marking successes each session and if somebody cries foul, that he has been marked by somebody who hasn't scouted him, we can check and say yea or nay.



So from now onwards if you use last season's numbers then you will be found out AND if guilty the result of the game will either be reversed or decided against you.

THE MUCH MALTREATED DF/A

After much discussion with the KA fraternity at large we have decided that from the end of this season DF/A's will qualify for getting the best defence bonus just like SW & DF do. So DF/A's are even more important a player.

NORWICH WEEKEND IN MAY 2022

Another KA weekend has been booked for **13th-15th may** next year in Norwich.

NOTE LATER DATE

SO why not put it in your diaries NOW, and make it a bumper weekend in a really good environment
me hearties?

The Norwich Hotel is where the action takes place, book direct

Cost to us is a measly £40

First takers are Steve Thompson, Richard Pickup , Chris Moore, Niel Humphries , Andy Baker, Paul
Butler, Dave Craven, Neil Barrett, Seamus , Graeme Miller (All credits moved from Glasgow)

Jens the Jensen, Geraldo & Paul Sutton also say they are coming along

ADVANCE NOTICE

There will be another galway weekend in october of this year

Long way ahead but as usual already proving popular

**Seamus, Cranners, Rob Lewis, Craig Lawton, Gareth Ashcroft ,Jens
Jensen, Gerard, Paul Butler, Graham Steadman, Dennis Engslv, Colin
Armstrong, Neil Barrett & Morten Jensen** are the first takers

Bo, Danny B, & Dag Overli have all intimated that they have the date in their
diary so it is filling up fast you laggards.



AND MORE

Further weeknd are tentavley planned

GLASGOW 2022

ODENSE MAY 2023

Geraldo, Jens Baby & Hopless Seamy say they are coming to both

Dave Hargraves says he and his son are coming to Odense

HOPE SEASON THREE DETAILS

This season we will be using the normal snail-mail league schedule, thus there is a league game every session except for S1, 6,9,11,12 & 15 when there will be two league games.

The Cup

No 2st round in the Hope

S4 2nd round

S7 3rd round

S10 Quarter-finals

S14 SF

S16 final

Replays are always in the following session extra time and penalties to decide.

The League Cup

See front page for fixture schedule

The four group runners-up with the best records will play off on session six

S8 Quarter-finals

S12 Semi-finals

S14 Final

One game. If drawn there will be replays on the following sessions

THE TROPHY

This will consist of sixteen teams. All the two division along with the bottom four of the first division as at the end of S10

1st round is on S11 - no replays

2nd round is on S12 and so final is on S15 with no replay



MARKING INFO - Tim Dodge has put together a clever little program that allows s shomatch subscribers to gather all the international squads together each session so that you can use that info to get marking info. Shomatch/ teampick subscribers get a file sent out a file with all the int squads listed and this program pulls them all together. Makes it easier

New 2014 version now available at

<http://git.invisibles.org/cgi-bin/cgit.cgi/markinfo-vb6.git/plain/markinfo.exe>



NOVEMBER VIRTUAL WEEKEND

it is proposed to hold another virtual weekend in November, have tentatively pencilled in Saturday the 20th for this humongous event so start thinking about it and your participation, especially those who just don't seem able to get to a face to face weekend!

