

13 Azalea Drive, Swanley, Kent, BR8 8HX  
kickdist@gmail.com

# KICKABOUT ONLINE

# THE MESSI LEAGUE

## MESSI LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 PRIMROSE HILL	15	8	0	0	28	3	5	2	0	16	4	37	41
2 CITY COLTS	15	6	0	1	27	4	6	0	2	39	8	54	36
3 REAL AYELL	15	6	1	0	23	0	4	1	3	9	7	25	32
4 IB 2301	15	4	1	2	16	9	5	0	3	14	12	9	28
5 FALLEN ANGELS	15	4	2	1	14	7	1	4	3	8	16	-1	21
6 HAVERING TOWN	15	3	0	5	24	27	3	2	2	12	18	-9	20
7 WESSEX RANGERS	15	2	4	2	14	13	2	1	4	12	17	-4	17
8 JERSEY BOYS	15	4	1	2	17	18	1	0	7	14	42	-29	16
9 BRECON WARRIORS	15	3	1	4	13	19	0	4	3	8	18	-16	14
10 REQUIEM	15	1	3	3	10	14	2	1	5	7	17	-14	13
11 LEODIS	15	2	2	4	19	24	0	1	6	13	33	-25	9
12 DAL RIADA	15	2	1	5	13	15	0	0	7	1	26	-27	7

## MESSI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 GLOBE TROTTERS	15	6	1	0	15	1	6	1	1	19	5	28	38
2 SPORTING SPUDS	15	7	0	1	18	3	5	1	1	22	5	32	37
3 FRALKA	15	6	0	1	15	5	4	1	3	13	5	18	31
4 THE GREEKS	15	6	1	1	19	5	2	1	4	5	7	12	26
5 NEWSOME FC	15	5	1	1	14	7	3	1	4	8	11	4	26
6 DYNAMO TEST	15	5	1	1	10	3	2	1	5	5	15	-3	23
7 BRECON RANGERS	15	4	2	2	8	7	2	2	3	9	9	1	22
8 SHRIMP COVE	15	2	3	3	7	6	2	0	5	4	11	-6	15
9 OLD STEINE FC	15	2	2	4	6	12	2	1	4	6	11	-11	15
10 WELSH WIZARDS	15	4	0	4	9	13	1	0	6	4	13	-13	15
11 TECHNO TERRIERS	15	1	1	5	7	16	0	2	6	3	17	-23	6
12 VIPPEROED BK	15	1	0	6	5	22	0	1	7	2	24	-39	4

## MESSI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE LEVELLERS	15	6	2	0	23	1	5	1	1	14	5	31	36
2 LADY PARK	15	6	1	1	17	7	3	1	3	6	14	2	29
3 LES FERDINAND	15	6	0	2	18	6	2	3	2	9	5	16	27
4 CLIFTON MIGHTY	15	4	2	1	14	3	4	1	3	10	9	12	27
5 SHROPSHIRE STAR	15	4	2	2	17	10	4	1	2	6	5	8	27
6 MISTIQUE	15	4	2	1	8	3	3	0	5	12	15	2	23
7 SHED END LIONS	15	3	2	2	11	6	2	1	5	7	20	-8	18
8 BREXIT CITIZENS	15	3	1	3	4	7	1	4	3	1	6	-8	17
9 DEFCON1 FC	15	2	5	0	11	4	0	3	5	3	12	-2	14
10 PARK END BLUES	15	2	3	3	3	6	0	3	4	2	10	-11	12
11 BERMONDSEY BM	15	2	1	5	7	10	0	3	4	1	8	-10	10
12 SCI FI ELITE	15	2	1	4	2	9	0	1	7	1	26	-32	8

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Games & C T Dempsey

**Messi League - Session Eleven**

**Season 25**

Tel: 01322589895 or 07470 132611 EMail: Kickdist@gmail.com

07470132611

# RESULTS SESSION ELEVEN

## ROUND-UP

Looks like Gareth took my advice and hid his best players as his attempt to retain the title evaporates. Losing to **Leodis**, really. Now all in the hands of **Primrose**, with just seven games to go an an era is over.

**Jersey** see off **Dal Riada** , who had earlier beaten **Leodis**, and keep their heads above water. Looks like **Requiem** might be in deep shite instead.

MANAGER OF THE MONTH goes to **Real Ayell**, the league might be gone but double KO success still on the cards.

Six points for **The Greeks** this session, though might be a hard ask to overhaul any of the top three; six points of **old Steine**, who close the gap on those above them with a vengeance and move out of the bottom three in the second Three teams locked together on fifteen points . Who will avoid the second division drop

MANAGER OF THE MONTH goes to **Old Steine FC**, in form at last and could avoid the drop.

Top pair clash in the third and **The Levellers** come out of top in a five gaol thriller. **Lady Park** have a good session and still four teams in the fight for two promotion places.

MANAGER OF THE MONTH goes to manager STEADMAN of **Shed End Lions**, really hitting some form in the second half of the season

## RESULTS ROUND-UP

TEMPERATURE: Freezing

### Week thirty-one

#### DIVISION 1

<b>DAL RIADA</b> Gluckspilz 7(og) Defenderrsson 14 Austin 21 Fredriksson 22 Shaunen 35	<b>5 : 0 LEODIS</b> (H - 0.1) Inj - Pinball (6) Att 34511 Wind: Calm Pitch: Frozen
<b>FALLEN ANGELS</b> Inglemaar 4,8 Dredd 4,19 Silva 52 Sambriza 68 Jedani 87	<b>7 : 2 JERSEY BOYS</b> (A - 0.1) Danielson 22,50 Att 33685 Wind: Calm Pitch: Good
<b>REQUIEM</b> Barbosa 73 Att 30362* Wind: Calm Pitch: Frozen	<b>1 : 6 CITY COLTS</b> (A - 0.1) Karjalainen 9,66 Monty don 41,51 Hoss 64,87
<b>PRIMROSE HILL</b> Yupanqui 11 Van halen 11 Golcar 51 Inj - Van halen (1)	<b>3 : 1 HAVERING TOWN</b> (H - 1.7) Cibeles 5 Att 56948 Wind: Calm Pitch: Frozen
<b>WESSEX RANGERS</b> Att 31443 Wind: Calm	<b>0 : 1 REAL AYELL</b> (A - 1.3) Aegir 18 Pitch: Frozen
<b>BRECON WARRIORS</b> Att 27997* Wind: Calm Pitch: Frozen	<b>0 : 2 IB 2301</b> (A - 1.3) Turk 1 Sanders 57

#### DIVISION 2

<b>OLD STEINE FC</b> Almqvist 3 Namibian 41 Zadorra 52	<b>3 : 0 BRECON RANGERS</b> (A - 0.3) Att 27972 Wind: Calm Pitch: Frozen
<b>FRALKA</b> Constable 81 Kithnos 86 Pitch: Frozen	<b>2 : 0 VIPPEROED BK</b> (H - 2) Att 27849* Wind: Calm
<b>TECHNO TERRIERS</b> Nimble 81 Inj - Cherry ledly (3) Wind: Calm *Derby Game*	<b>1 : 0 NEWSOME FC</b> (A - 0.9) bkd - Troy (53) Att 36714 Pitch: Wet
<b>WELSH WIZARDS</b> Att 31320 Wind: Light Pitch: Frozen	<b>0 : 4 SPORTING SPUDS</b> (A - 1.1) Jersey jensen 8,13 Varanger 27 Torleiv jonchip 53
<b>SHRIMP COVE</b> Inj - Kaminski (9) Att 30205* Wind: Calm	<b>0 : 1 DYNAMO TEST</b> (A - 0.7) Scott 80 bkd - Brutanius (60) Pitch: Frozen
<b>THE GREEKS</b> Zakaris 36 Wind: Light	<b>1 : 0 GLOBE TROTTERS</b> (A - 0.3) Att 32669 Pitch: Frozen

#### DIVISION 3

<b>LES FERDINAND</b> Nils oscar 45 Stanton drew 54 Att 30651 Wind: Calm	<b>2 : 3 THE LEVELLERS</b> (A - 0.3) Gibbs 51 Parril sabling 54 Ekeke 72 Pitch: Frozen
<b>CLIFTON MIGHTY</b> Guevara 3 Piggott 76 Pitch: Wet	<b>2 : 0 DEFCON1 FC</b> (H - 0.5) Att 27858 Wind: Calm

<b>SHED END LIONS</b> Landes 15,79 Hanalei 20 Royston vasey 50	<b>4 : 0 SCI FI ELITE</b> (H - 0.5) Att 21071* Wind: Calm Pitch: Frozen
<b>SHROPSHIRE STAR</b> Danielson 57 bkd - Clee-hill (41) Wind: Light *Derby Game*	<b>1 : 1 PARK END BLUES</b> (H - 1.1) Hans 90(p) Att 30267 Pitch: Frozen
<b>BERMONDSEY BM</b> Sporran 18 Bartram 81 Pitch: Frozen	<b>2 : 0 MISTIQUE</b> (A - 0.1) Att 25564 Wind: Calm
<b>LADY PARK</b> Cachu 59 Gareth 79 Att 31456 Wind: Light Pitch: Frozen	<b>2 : 0 BREXIT CITIZENS</b> (H - 0.7) bkd - Dalana (73)/ Polarstjernen (12)/ Ceballos (88) off - Tierney (68) *Derby Game*

## Week thirty-two

### DIVISION 1

<b>JERSEY BOYS</b> Zywiec 25 Galik 61 Pitch: Good	<b>2 : 0 DAL RIADA</b> (H - 0.9) Att 35316 Wind: Calm
<b>LEODIS</b> Gluckspilz 36 Pinball 70 Fanta 76 Inj - Ellwood (1)	<b>3 : 1 CITY COLTS</b> (A - 0.3) Monty don 29 Att 58589 Wind: Calm Pitch: Muddy
<b>PRIMROSE HILL</b> Yupanqui 3 Daphe 17 Asahi 88	<b>3 : 0 IB 2301</b> (-) Att 53702 Wind: Light Pitch: Muddy
<b>WESSEX RANGERS</b> Angkor wat 54 bkd - Sanchez (14) Att 28419 Pitch: Frozen	<b>1 : 1 REQUIEM</b> (H - 0.1) Stevns 19 Inj - Machu picchu (2) Wind: Calm
<b>BRECON WARRIORS</b> Cromwell 41 Att 27997* Pitch: Frozen	<b>1 : 1 FALLEN ANGELS</b> (H - 0.3) Sambriza 59 Wind: Calm
<b>HAVERING TOWN</b> Att 38392 Wind: Calm Pitch: Frozen	<b>0 : 2 REAL AYELL</b> (A - 1.5) Shancheng 86 Bacigalupi 87

### DIVISION 2

<b>VIPPEROED BK</b> Potz 22 Inj - Gyrosso (1) Att 33001 Wind: Calm *Derby Game*	<b>1 : 3 OLD STEINE FC</b> (A - 0.9) Flipkens 47 Falkirk 62,65 bkd - Flipkens (60) Pitch: Frozen
<b>BRECON RANGERS</b> Worrall 38 Att 27381 Pitch: Frozen	<b>1 : 1 NEWSOME FC</b> (A - 0.3) Istas 21 Wind: Calm
<b>WELSH WIZARDS</b> Att 27313 Wind: Calm Pitch: Frozen	<b>0 : 3 GLOBE TROTTERS</b> (A - 0.9) Scuitto 39 Puck 70 Shadow 74
<b>SHRIMP COVE</b> bkd - Ilar (69) Wind: Calm	<b>0 : 0 TECHNO TERRIERS</b> (H - 0.3) Att 27564 Pitch: Frozen
<b>THE GREEKS</b> Giannisos 75 Wind: Calm	<b>1 : 0 FRALKA</b> (H - 0.5) Att 34330 Pitch: Frozen

LASSIMAS SAVES PENALTY FOR THE GREEKS AFTER 77 MINS

<b>SPORTING SPUDS</b> Torleiv jonchip 8,37 Shibori 35(p) Inj - Mucveri (1) Pitch: Frozen	<b>3 : 0 DYNAMO TEST</b> (-) bkd - Brutanius (54) Att 40107 Wind: Light *Derby Game*
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### DIVISION 3

<b>DEFCON1 FC</b> Zantis 77 Att 27516 Pitch: Frozen	<b>1 : 1 LES FERDINAND</b> (A - 0.3) Nil oscar 77 Wind: Calm
<b>THE LEVELLERS</b> Basler 11 Ekeke 15 Gibbs 25,43 Kissamos 62 Ocallaghan 75	<b>6 : 1 SCI FI ELITE</b> (H - 1.7) Chewbacca 55 Att 26199 Wind: Calm Pitch: Frozen
<b>SHROPSHIRE STAR</b> Astrazeneca 15(og) Collins 55 Pitch: Frozen	<b>2 : 0 BREXIT CITIZENS</b> (H - 0.7) Att 25569 Wind: Calm
<b>BERMONDSEY BM</b> Sporran 67(p) Att 25471 Wind: Light Pitch: Frozen	<b>1 : 2 SHED END LIONS</b> (H - 0.1) Landes 4 Rawlinson 30 bkd - Royston vasey (61)
<b>LADY PARK</b> Costa 4 Gareth 67 Wind: Calm	<b>2 : 1 CLIFTON MIGHTY</b> (A - 0.3) Ice t 8 Att 28314 Pitch: Frozen
<b>PARK END BLUES</b> Att 23121 Wind: Calm Pitch: Frozen	<b>0 : 3 MISTIQUE</b> (A - 0.5) Wack 56 Brewdog 56 Angel dust 82

## Week thirty-three

### THE MESSI TROPHY

#### 1st round

<b>BERMONDSEY BM</b> Bartram 30,55 Persson 52 Quasar 54	<b>4 : 0 SHED END LIONS</b> (H - 0.1) Att 25419 Wind: Calm Pitch: Frozen
<b>PARK END BLUES</b> Att 23196 Wind: Calm	<b>0 : 1 MISTIQUE</b> (A - 0.5) Laust 63 Pitch: Frozen
<b>DEFCON1 FC</b> Chrysoprase 30 Zantis 67,77 off - Deeside (1)	<b>3 : 0 SCI FI ELITE</b> (A - 0.3) Att 24131 Wind: Calm Pitch: Frozen
<b>LADY PARK</b> bkd - Gareth (81) Att 31669 Wind: Calm Pitch: Wet	<b>0 : 1 BREXIT CITIZENS</b> (H - 0.9) Halep 31(p) bkd - Astrazeneca (8)/ Tierney (46) *Derby Game*

### MESSI FRIENDLIES

<b>STAFFORD(NL)</b>	<b>5 : 0 CLIFTON MIGHTY</b>	(H - 4.7)
<b>DYNAMO TEST</b>	<b>0 : 1 SLOUGH(NL)</b>	(A - 1.9)
<b>CITY COLTS</b>	<b>1 : 1 BATH(NL)</b>	(A - 1.5)
<b>BRECON RANGERS</b>	<b>2 : 0 WYCOMBE(NL)</b>	(A - 0.7)
<b>BRECON WARRIORS</b>	<b>2 : 0 STOWMARKET(NL)</b>	(A - 3.5)
<b>COLWYN BAY(NL)</b>	<b>4 : 1 DAL RIADA</b>	(H - 0.3)
<b>THURROCK(NL)</b>	<b>3 : 2 GLOBE TROTTERS</b>	(A - 1.5)
<b>FALLEN ANGELS</b>	<b>0 : 0 AFC HAYES(NL)</b>	(H - 0.1)
<b>DIDCOT TOWN(NL)</b>	<b>3 : 1 FRALKA</b>	(H - 0.9)
<b>ALTRINCHAM(NL)</b>	<b>6 : 0 HAVERING TOWN</b>	(H - 2.7)
<b>WROXHAM(NL)</b>	<b>1 : 0 IB 2301</b>	(A - 0.1)
<b>DROYLSDEN(NL)</b>	<b>2 : 0 JERSEY BOYS</b>	(H - 1.1)
<b>LES FERDINAND</b>	<b>1 : 5 OXFORD CITY(NL)</b>	(A - 3.9)
<b>STAFFORD(NL)</b>	<b>5 : 1 OLD STEINE FC</b>	(A - 0.3)
<b>NEWSOME FC</b>	<b>0 : 0 LEATHERHEAD(NL)</b>	(A - 0.1)
<b>LEEK TOWN(NL)</b>	<b>5 : 0 REAL AYELL</b>	(H - 1.1)
<b>LEODIS</b>	<b>2 : 0 HERNE BAY(NL)</b>	(A - 2.5)
<b>PRIMROSE HILL</b>	<b>1 : 2 ILFORD(NL)</b>	(A - 3.3)
<b>SPORTING SPUDS</b> off - Saabye(m) (36)	<b>0 : 0 TRURO CITY(NL)</b>	(A - 1.1)
<b>TAMWORTH(NL)</b>	<b>6 : 1 SHROPSHIRE STAR</b>	(H - 2.7)

## THE MESSI CUP

### Semi-final draw Draw

City Colts v Real Ayell  
Primrose Hill v The Levellers

(To be played on Session 14)

## THE MESSI LEAGUE CUP

### Semi-finals-finals

Clifton Mighty v Primrose Hill  
Real Ayell v IB 2301

(to be played on Session Twelve, first named-at home and replays)

## 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 six but you never know

WHITBY TOWN(NL)	1 : 0	REQUIEM	(H - 0.9)
SHRIMP COVE	1 : 0	ROMULUS(NL)	(H - 0.3)
TECHNO TERRIERS	2 : 0	MET POLICE(NL)	(H - 1.5)
UXBRIDGE(NL)	6 : 0	THE GREEKS	(H - 4.1)
TELFORD UTD(NL)	5 : 0	THE LEVELLERS	(H - 1.9)
WELSH WIZARDS	0 : 0	ENFIELD(NL)	(A - 2.1)
WOKING(NL)	6 : 0	VIPPEROED BK	(H - 3.9)
WESSEX RANGERS	1 : 0	CARSHALTON(NL)	(A - 0.5)

### WEATHER FORECAST

Temperature next session: Warm  
Predicted wind speed next session:  
Light

## THE MESSI TROPHY

### Second round draw

Mistique v Shropshire Stars  
Shrim Cove v Welsh Wizards  
Bermondsey BM v Brexit Citizens  
Vipperod BK v Brecon Rangers  
The Levellers v Old Steine FC  
Defcon1 v Les Ferdinand  
Clifton Mighty v Techno Terriers  
Dynamo Test v Newsome FC  
(played on session twelve extra time and replays to decide)

# STATISTICS PAGE

## LEADING SCORERS

### DIVISION 1

1	YUPANQUI	PRIMROSE HILL	23
2	SCOREITSSON	CITY COLTS	22
3	BELONSEN	WESSEX RANGERS	13
4	SANDERS	IB 2301	12
5	KARJALAINEN	CITY COLTS	11
6	SNOOOF	HAVERING TOWN	11
7	THOMPSON	CITY COLTS	10
8	ADDO-BOATANG	PRIMROSE HILL	10

### DIVISION 2

1	BATLEY-SLAPPER	SPORTING SPUDS	9
2	SHIBORI	SPORTING SPUDS	9
3	PUCK	GLOBE TROTTERS	9
4	FLIPKENS	OLD STEINE FC	8
5	SCUITTO	GLOBE TROTTERS	8
6	KANAS	THE GREEKS	7
7	GOOD	FRALKA	7
8	BOVINGTON	NEWSOME FC	6

### DIVISION 3

1	GIBBS	THE LEVELLERS	13
2	PARRIL SABING	THE LEVELLERS	11
3	COSTA	LADY PARK	10
4	ZANTIS	DEFCON1 FC	10
5	O'CALLAGHAN	THE LEVELLERS	8
6	EKEKE	THE LEVELLERS	7
7	ICE T	CLIFTON MIGHTY	7
8	PIGGOTT	CLIFTON MIGHTY	6

### Since A Draw

City Colts	19 games
Welsh Wizards	17 games
Vipperoed Bk	12 games
Sporting Spuds	8 games
Ib 2301	7 games

### Consec. Home Wins

Primrose Hill	10 games
City Colts	6 games
Sporting Spuds	6 games
Fralka	4 games
The Greeks	4 games
Newsome Fc	4 games

## PRIVATE DEALS

All deals completed successfully!

### THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- SAABYE(M) [1] (SPORTING SPUDS) / TIERNEY [4] (BREXIT CITIZENS) / DEESIDE [3] (DEFCON1 FC) /

### MANAGERIAL RATINGS - DPS

#### TOP

MISTIQUE - 0

PARK END BLUES - 0

SCI FI ELITE - 0

#### BOTTOM

HAVERING TOWN - 99

FALLEN ANGELS - 102

BREXIT CITIZENS - 105

### MANAGERIAL RATINGS - LEVELS PER PLAYER

#### TOP

GLOBE TROTTERS - 0

IB 2301 - 3

LADY PARK - 6

#### BOTTOM

SHROPSHIRE STAR - 99

VIPPEROED BK - 102

SCI FI ELITE - 105

### MANAGERIAL RATINGS - SQUAD AGE

#### TOP

SPORTING SPUDS - 0

SHROPSHIRE STAR - 3

THE GREEKS - 6

#### BOTTOM

REAL AYELL - 99

JERSEY BOYS - 102

GLOBE TROTTERS - 105

# AUCTION PAGE

## AUCTION RESULTS SESSION ELEVEN

### AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1)	WG99-99	PASS THE BATON	(SHROPSHIRE STAR)	1555K	3	1472K
2)	WG99-99	AGELESS	(SPORTING SPUDS)	4105K	4	2367K
3)	WG99-99	ZETTERBERG	(TECHNO TERRIERS)	444K	2	23K
4)	WG99-99	NO 8	(SHRIMP COVE)	127K	1	0K
5)	WG99-99	SEE NOTES TO GM	(REAL AYELL)	1636K	9	1228K
6)	WG99-99	SEE NOTES TO GM	(REAL AYELL)	416K	4	288K
7)	WG99-99	TO NO 5	(FRALKA)	578K	3	343K
8)	WG99-99	REFRESH	(GLOBE TROTTERS)	289K	4	246K
12)	MF/G 26-12	MONSANTO	(VIPPEROED BK)	4411K	12	2677K

All players not shown were unsold.

## ROLLING AUCTION FOR SESSION TWELVE

2)	GK	18-2	-	FUT	Tea of Leodis {RES 300k - 95% BW/ 25% CR}
3)	WG	21-12	S	-	Kalamakis of Globe Trotters {RES 450k - 24% BW/ 71% CR}

### ROLLING AUCTION LEVELS

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

SESSIONS	MIN LEVEL
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

## AUCTION NOTES

NOTE 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 to help the GM if there is a problem!

Also PLEASE DO NOT leave partially-completed transfers in your transfer section, i.e. leaving 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!!**



**KEV, WE ARE BOTH DOWN, BABY,  
DOWN!**

## 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](http://www.Kickaboutonline.co.uk) to see the goodies**

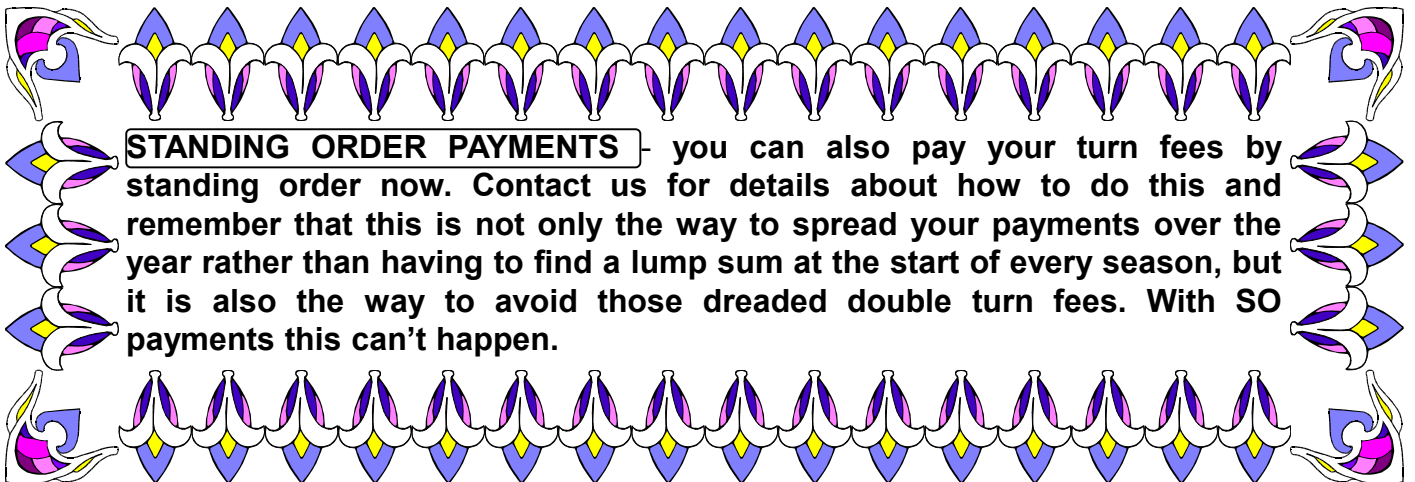
## CREDIT CARD PAYMENTS

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](http://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.

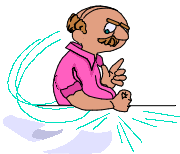
## THE KICKABOUT COMMUNITY

**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](mailto:KA-kickabout+subscribe@groups.io). For others you do the same except put the league, name with Ka- in front of +subscribe.

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.

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>



## THE NEW TROPHY SCHEDULE

With three divisions now the trophy has had to be rescheduled.

From now onwards it will start in Session eleven and be played each session until the final on session fifteen (no replays in any rounds).

Session eleven will consist of the bottom eight clubs sin division three playing.

In round two on session twelve the other division three clubs and the bottom eight in division two will all come into the competition.

Hopefully Paul will, put a new fixture list on the teampick web-site so you can update teampick

## NORWICH WEEKEND IN MAY 2021

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

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

## AND MORE

Further weekend are tentatively planned

GLASGOW 2022

ODENSE MAY 2023

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

Dave Hargraves is also coming along with his son to Odense he says

## 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!



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# First Phase and Second Phase

## First Phase

FIRST PHASE possession is basically the normal way of creating shots and testing them against the opposition. It's an up-dated system that follows on from the old 'United' simplistic way of generating shots. I won't go into this again, it is explained in the rulebook, but basically each area is tested against the opposition's relevant area to generate a shot total for that area (though MANY, MANY other factors are taken into consideration in doing this!)

A shot total for each area is thus generated and then tested against the opposition, moving through the field of play so to speak. Thus if your defence generates shots against the opposing midfield, they are then tested against the opposing midfield to see how many go through (at this point it is worth pointing out that UT's aren't as good as other players in getting them/ stopping them going through. Then they are tested against the opposing defence before a total is worked out that are on target so to speak, and tested against keeper and sweeper if one is playing. Thus defensive shots aren't as valuable as other areas, because they have so much more to do before they can become on target. The same is done for midfield, then forwards, who you can see would be more effective as they are only tested against the defence before being adjudged to be on target.

Now in all this generation various major factors affect the shot creation totals, for example, whether you are playing defensively, whether the opposition has an effective offside trap, zonal marking, etc., all restrict the effectiveness of first phase shot creation.

## Second Phase

Now here is where the whole thing becomes interesting indeed. Second phase possession is different in that it is NOT tested against the other areas of play. Second phase possession consists of those shots generated by your FWT, your DF/A and your Creative players. These shots go immediately to be tested against keeper/sweepers. Thus they are Far more effective if you have such players and they work for you. The only thing that can stand in the way of these factors are your ball-winning players, who can stop these shots before they are tested. Now a thing to remember about Ball-winning shot negation is that they only stop shots in areas where shots have been created by the opposition. So if you have an armada of midfield ball-winners, but your opponents has DF/A's & FWT men then they are going to be wasted (though remember that Ball-winners also stop the normal shots created from First Phase possession if they come through to that area. It doesn't take a genius to show that ball-winners are BEST in defence (Norwich City & Crystal palace please note), as FWT & DF/A's if they are active ALWAYS add their shots to the forward line.

Ok, so FWT/ DFA/ CR players are therefore very effective indeed, simply because shots they create are going to have an 'easier' passage towards goal. This means that if your opponent has these 'shots' in his armoury you have to devise ways to stop him. It means a sweeper playing as a sweeper is a very important tool in your armoury for this alone, never mind his other advantages, while pressing the opposing defence back, where he is playing a DF/A becomes important indeed. Ball-winners help to negate Creative players, though against a side packed with high creative players (and there are some), stopping this form of second phase possession is sometimes difficult to do.