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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	17	9	0	0	33	3	6	2	0	17	4	43	47
2 CITY COLTS	17	7	0	1	33	7	6	0	3	39	9	56	39
3 REAL AYELL	17	7	1	0	24	0	5	1	3	14	9	29	38
4 IB 2301	17	5	1	2	26	9	6	0	3	17	13	21	34
5 FALLEN ANGELS	17	5	3	1	16	8	1	4	3	8	16	0	25
6 HAVERING TOWN	17	3	0	5	24	27	4	2	3	14	28	-17	23
7 WESSEX RANGERS	17	2	4	2	14	13	2	1	6	12	23	-10	17
8 BRECON WARRIORS	17	3	1	4	13	19	1	4	4	14	25	-17	17
9 REQUIEM	17	2	3	4	12	16	2	1	5	7	17	-14	16
10 JERSEY BOYS	17	4	1	4	20	26	1	0	7	14	42	-34	16
11 LEODIS	17	2	2	5	19	26	0	2	6	14	34	-27	10
12 DAL RIADA	17	2	1	6	14	18	0	0	8	2	28	-30	7

MESSI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 GLOBE TROTTERS	17	7	1	0	19	1	7	1	1	25	8	35	44
2 SPORTING SPUDS	17	7	0	1	18	3	5	1	3	22	10	27	37
3 FRALKA	17	8	0	1	19	6	4	1	3	13	5	21	37
4 THE GREEKS	17	6	1	1	19	5	3	1	5	6	9	11	29
5 NEWSOME FC	17	5	1	2	14	8	3	2	4	9	12	3	27
6 DYNAMO TEST	17	5	2	1	11	4	3	1	5	6	15	-2	27
7 BRECON RANGERS	17	5	2	2	9	7	2	2	4	10	11	1	25
8 OLD STEINE FC	17	3	2	4	8	12	2	1	5	7	13	-10	18
9 WELSH WIZARDS	17	5	0	4	11	13	1	0	7	5	15	-12	18
10 SHRIMP COVE	17	2	3	3	7	6	2	0	7	4	15	-10	15
11 TECHNO TERRIERS	17	3	1	5	11	18	0	2	6	3	17	-21	12
12 VIPPEROED BK	17	1	0	8	8	29	0	1	7	2	24	-43	4

MESSI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE LEVELLERS	17	7	2	0	28	1	5	1	2	15	8	34	39
2 LES FERDINAND	17	7	0	2	21	6	3	3	2	11	5	21	33
3 SHROPSHIRE STAR	17	5	2	2	18	10	5	1	2	9	6	11	33
4 LADY PARK	17	6	1	1	17	7	4	1	4	9	17	2	32
5 CLIFTON MIGHTY	17	5	3	1	18	5	4	1	3	10	9	14	31
6 MISTIQUE	17	5	2	1	15	3	3	1	5	14	17	9	27
7 BREXIT CITIZENS	17	4	1	3	5	7	1	4	4	1	8	-9	20
8 DEFCON1 FC	17	3	6	0	15	6	0	3	5	3	12	0	18
9 SHED END LIONS	17	3	2	4	12	11	2	1	5	7	20	-12	18
10 PARK END BLUES	17	2	3	3	3	6	0	3	6	2	16	-17	12
11 BERMONDSEY BM	17	2	1	5	7	10	0	4	5	2	10	-11	11
12 SCI FI ELITE	17	2	1	5	2	12	0	1	8	1	33	-42	8

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Games & C T Dempsey

Messi League - Session Twelve

Season 25

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RESULTS SESSION TWELVE

ROUND-UP

ERA IS OVER FINALLY. Another defeat for struggling **Colts** and basically the title goes to Primrose Hill barring miracles. Mashman might have to fight hard to even finish second with Mr W snapping at his heels now

One point now covers four teams at the bottom of the first. **Jersey Boys** continue their long slide to relegation as they fall into the bottom three But still plenty to play for though the Boys away form signals relegation I feel

In the second **Spuds** lose twice to give the title to Mr Lawton / Believe, but promotion still looks assured.

At the bottom two defeats for **Shrimp Cove** and made worse as both their relegation rivals got a win this session. Going to be tight I feel.

Musical chairs continues in the third. Two points cover the top four while **Mistique** Are not completely out of it either. All depends on who can show the most consistence in what is quite a competitive division.



RESULTS ROUND-UP

TEMPERATURE: Warm

Week thirty-four

DIVISION 1

REAL AYELL Nisos 90 Wind: Light	1 : 0 CITY COLTS (H - 0.9) Att 39078* Pitch: Wet
DAL RIADA Austin 58 Att 31387 Wind: Light Pitch: Muddy	1 : 3 BRECON WARRIORS (A - 0.7) Heywood 7 Stoneheart 46 Amadeus 49 *Derby Game*
JERSEY BOYS Danielson 72 Att 37253 Wind: Brisk Pitch: Good	1 : 3 IB 2301 (A - 1.1) Aleinikov 60 Quinn 79,80 off - Fiaz (77)
FALLEN ANGELS Silva 83 bkd - Lillith (77) Pitch: Good	1 : 0 WESSEX RANGERS (H - 0.3) Att 30516 Wind: Light
LEODIS Att 49619 Wind: Light Pitch: Hard	0 : 2 HAVERING TOWN (A - 0.1) Unky herb 27 Bullock 54
REQUIEM Att 30362* Wind: Light	0 : 1 PRIMROSE HILL (A - 2.5) Yupanqui 65 Pitch: Good

DIVISION 2

DYNAMO TEST Stankssen 2 Att 37614 Pitch: Good	1 : 1 NEWSOME FC (A - 0.3) Juliet 67 Wind: Light
OLD STEINE FC Falkirk 70 Andonno 74 Pitch: Good	2 : 0 THE GREEKS (-) Att 28246* Wind: Light
VIPPEROED BK Egebjerg 1,51 Maglesoe 35 Att 26253 Wind: Light Pitch: Hard	3 : 6 GLOBE TROTTERS (A - 2.7) Antonio 1 Shadow 2 Scuitto 12 Badger 18 Lili 34 Kalamakis 75
FRALKA Jens 4 Armand v helden 7 Wind: Brisk	2 : 0 SHRIMP COVE (H - 0.9) Inj - Robini (6) Att 27849* Pitch: Good
BRECON RANGERS Burak yilmaz 50 Wind: Light	1 : 0 SPORTING SPUDS (A - 0.7) Att 28445* Pitch: Good
TECHNO TERRIERS Mehmetcek 47 Zetterberg 50 Wind: Light	2 : 1 WELSH WIZARDS (H - 0.5) Taylor 25 Att 30455 Pitch: Good

DIVISION 3

MISTIQUE Wack 2,67 Laust 25 Brewdog 30,31 Reefer 69 Hotshot 88	7 : 0 SCI FI ELITE (H - 1.7) Att 24695 Wind: Light Pitch: Hard
LES FERDINAND Dugges 23,72 Stanton drew 44 Pitch: Muddy	3 : 0 LADY PARK (H - 0.5) Att 30380 Wind: Light
DEFCON1 FC Sergeant pepper 12 Klint 22 Pitch: Hard	2 : 0 BREXIT CITIZENS (H - 0.5) Att 24948 Wind: Brisk

CLIFTON MIGHTY Macron 69 bkd - Edge (7) Wind: Light *Derby Game*	1 : 1 BERMONDSEY BM (H - 0.9) Holes ak 29 Att 34348 Pitch: Hard
THE LEVELLERS Kissamos 34,47 Gibbs 37,80 Dois corvos 46 off - Dois corvos (66)	5 : 0 PARK END BLUES (H - 1.1) Att 31971 Wind: Light Pitch: Good *Derby Game*
SHED END LIONS Ejlif 83 Att 21071* Wind: Light	1 : 3 SHROPSHIRE STAR (A - 0.5) Alvarez 26,81 Danielson 43 Pitch: Good

Week thirty-five

DIVISION 1

IB 2301 Overli 4 Singh 20,22,34 Fiaz 31,89 Aleinikov 39,56 Turk 53 Havel 61	10 : 0 HAVERING TOWN (H - 5.1) Att 33418 Wind: Light Pitch: Good
JERSEY BOYS Galik 33 Sidari 65 Att 38978 Wind: Calm	2 : 5 REAL AYELL (A - 0.7) Nisos 5,17,44 Bacigalupi 9 Jonathan 51 Pitch: Good
FALLEN ANGELS Matteuz 10 off - Trump (38) Wind: Light	1 : 1 LEODIS (A - 0.1) King shaka 16 Att 38934 Pitch: Good
REQUIEM Fredericks 18 Barbosa 79 Wind: Light	2 : 1 DAL RIADA (A - 0.3) Messi 12 Att 25755 Pitch: Good
PRIMROSE HILL Karla 13 Spitfire 29 Yupanqui 31,71 Daphe 62 *Derby Game*	5 : 0 WESSEX RANGERS (H - 1.7) off - Halik (90) Att 64345 Wind: Light Pitch: Good
CITY COLTS Dettori 2 Scoreitsson 7,89 Godolphin 19,86 Hoss 25 Wind: Light	6 : 3 BRECON WARRIORS (H - 0.5) Eze 16 Stoneheart 25 Davros 54 Att 50214* Pitch: Hard

DIVISION 2

GLOBE TROTTERS Llangrannog 6 Badger 16 Lili 21 Antonio 49	4 : 0 SPORTING SPUDS (H - 0.3) Att 28026* Wind: Calm Pitch: Good
VIPPEROED BK Att 31356 Wind: Light	0 : 1 DYNAMO TEST (A - 1.1) Yorkshire 81 Pitch: Good
FRALKA Boothgeek 14 Samos 88 Wind: Light	2 : 1 BRECON RANGERS (H - 0.5) Major tom 63 Att 27849* Pitch: Wet
TECHNO TERRIERS Enigma 14,76 Att 30994 Pitch: Muddy	2 : 1 OLD STEINE FC (H - 0.1) Andonno 84 Wind: Calm
WELSH WIZARDS Alfred 39 Westtip 44 Pitch: Good	2 : 0 SHRIMP COVE (H - 0.7) Att 27260 Wind: Light
NEWSOME FC Att 32306 Wind: Light	0 : 1 THE GREEKS (H - 0.5) Carlingford 30 Pitch: Good

DIVISION 3

BREXIT CITIZENS Mercutio 40 bkd - Dalana (78) Pitch: Hard	1 : 0 PARK END BLUES (A - 0.5) Att 22746 Wind: Brisk
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DEFCON1 FC Nostra 19 Captain jack 76 Att 26137 Pitch: Wet	2 : 2 MISTIQUE (A - 0.7) Reefer 13 Angel dust 30 Wind: Light
CLIFTON MIGHTY Ice t 3 Brocklehurst 25,36 Wind: Light	3 : 1 THE LEVELLERS (A - 0.3) Gibbs 4 Att 29700 Pitch: Muddy
SHED END LIONS Att 21071* Wind: Light Pitch: Wet	0 : 2 LES FERDINAND (A - 0.9) Boiled 32 Nils oscar 59
SHROPSHIRE STAR Pythagoras 80 Wind: Brisk	1 : 0 BERMONDSEY BM (H - 0.1) Att 26829 Pitch: Muddy
SCI FI ELITE Att 23441 Wind: Light Pitch: Wet	0 : 3 LADY PARK (A - 0.9) R heinlein 12(og) Clemence 21 Mcreadie 22

Week thirty-six

THE MESSI TROPHY

Quarter-finals

MISTIQUE Reefer 35 Wack 116 Laust 120 Kit kat 120	4 : 1 SHROPSHIRE STAR (H - 0.7) [AET] Bell 85 Att 26967 Wind: Light Pitch: Good
SHRIMP COVE Drefti 14 Besham 40 Guppi 107 Wind: Calm	3 : 3 WELSH WIZARDS (A - 0.7) [AET] Barnes 15,43 Taylor 98 Att 26416 Pitch: Hard

SHRIMP COVE WIN PENALTY SHOOTOUT 5 - 4

BERMONDSEY BM Holes ak 29 Wind: Light	1 : 0 BREXIT CITIZENS (H - 0.7) Att 25287 Pitch: Muddy
VIPPEROED BK Att 26226 Wind: Light Pitch: Good	0 : 3 BRECON RANGERS (A - 0.9) Matabele 43 Burak yilmaz 83 Dinozzo 86
THE LEVELLERS Ekeke 10 Parril sabin 18 Basler 58 Kissamos 72 Gibbs 84	5 : 1 OLD STEINE FC (H - 1.1) Falkirk 46 Att 29454 Wind: Light Pitch: Good
DEFCON1 FC Chrysopraxe 116 Battaski 120 Wind: Brisk	2 : 1 LES FERDINAND (A - 1.3) [AET] Domen 91 Att 27911 Pitch: Good
CLIFTON MIGHTY Brocklehurst 3(p) Ice t 21 Piggott 30 Aristotle 49	4 : 0 TECHNO TERRIERS (H - 0.7) Att 30613 Wind: Brisk Pitch: Good
DYNAMO TEST Att 37677 Wind: Light	0 : 1 NEWSOME FC (A - 0.1) Ankara 34 Pitch: Muddy

THE MESSI LEAGUE CUP

Semi-finals

CLIFTON MIGHTY Att 48486 Wind: Light Pitch: Good	0 : 6 PRIMROSE HILL (A - 0.7) Ice t 6(og) Addo-boatang 9,90 Spitfire 21 Van halen 34 Karla 74
REAL AYELL bkd - Nevada (39)/ Aegir (22)/ Chang (55)/ Jonathan (18) *Derby Game*	0 : 0 IB 2301 (A - 0.5) bkd - Sanders (18) Att 39078 Wind: Light Pitch: Good

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 TROPHY

Newsome FC v Bermondsey BM

The Levellers v Clifton Mighty

Shrimp Cove v Brecon Rangers

Defcon1 v Mistique

(played on session thirteen extra time and
replays to decide)

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

MESSI FRIENDLIES

CITY COLTS	1 : 0	ALFRETON TOWN(NL)	(A - 1.1)
HEDNESFORD (NL)	0 : 0	FALLEN ANGELS	(A - 0.9)
SUTTON UTD(NL)	0 : 0	DAL RIADA	(H - 0.1)
BRECON WARRIORS	0 : 0	WEYMOUTH(NL)	(A - 3.1)
HAVERING TOWN	1 : 0	MARGATE(NL)	(A - 0.5)
STEVENAGE(NL)	3 : 0	FRALKA	(H - 0.3)
JERSEY BOYS	0 : 0	RUNCORN(NL)	(H - 0.1)
HASTINGS UTD(NL)	1 : 0	LEODIS	(H - 1.3)
GLOBE TROTTERS	7 : 0	NORTHWICH(NL)	(H - 1.9)
WELLING(NL)	0 : 0	PARK END BLUES	(H - 0.3)
KETTERING(NL)	0 : 0	REQUIEM	(A - 0.1)
STAFFORD(NL)	2 : 0	SHED END LIONS	(A - 0.9)
SPORTING SPUDS	2 : 0	SLOUGH(NL)	(A - 0.7)
WESSEX RANGERS	0 : 0	BATH(NL)	(H - 0.9)
THE GREEKS	0 : 0	WYCOMBE(NL)	(A - 3.5)
LADY PARK	0 : 1	STOWMARKET(NL)	(A - 1.3)

WEATHER FORECAST

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

STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	YUPANQUI	PRIMROSE HILL	26
2	SCOREITSSON	CITY COLTS	24
3	BELONSEN	WESSEX RANGERS	13
4	ADDO-BOATANG	PRIMROSE HILL	12
5	SANDERS	IB 2301	12
6	KARJALAINEN	CITY COLTS	11
7	SNOOOF	HAVERING TOWN	11
8	THOMPSON	CITY COLTS	10

DIVISION 2

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

DIVISION 3

1	GIBBS	THE LEVELLERS	17
2	PARRIL SABING	THE LEVELLERS	12
3	COSTA	LADY PARK	10
4	ZANTIS	DEFCON1 FC	10
5	ICE T	CLIFTON MIGHTY	9
6	KISSAMOS	THE LEVELLERS	8
7	O'CALLAGHAN	THE LEVELLERS	8
8	EKEKE	THE LEVELLERS	8

PRIVATE DEALS

WESSEX RANGERS sold BARKOV (21-8 FW) {P/S} to SHROPSHIRE STAR for 0K

WESSEX RANGERS sold VAN SAM (21-12 DF) {P/S} to SHROPSHIRE STAR for 0K

SHROPSHIRE STAR sold YOUNG COLLINS (18-3 MF/A) {P/S} to WESSEX RANGERS for 2500K

SPORTING SPUDS sold CHIP BALLANTYNE (18-4 MF) {P/S} {APP} to CLIFTON MIGHTY for 399K

IB 2301 sold NORDLYS (18-2 MF) {FUT} to LADY PARK for 300K

FRALKA sold JOHNNY (18-2 MF) {FUT} to LADY PARK for 300K

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 :- AEGIR [1] (REAL AYELL) / FIAZ [1] (IB 2301) / TRUMP [1] (FALLEN ANGELS) / HALIK [1] (WESSEX RANGERS) / DOIS CORVOS [1] (THE LEVELLERS) /

Since A Home Win

Vipperoeed Bk	5 games
Shrimp Cove	5 games
Sci Fi Elite	5 games
Wessex Rangers	4 games
Brecon Warriors	3 games

Consec. Away Wins

Real Ayell	3 games
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Since An Away Win

Sci Fi Elite	30 games
Techno Terriers	23 games
Bermondsey Bm	12 games

MANAGERIAL RATINGS - ATTENDANCE

TOP

CITY COLTS - 0

PRIMROSE HILL - 2

LEODIS - 4

BOTTOM

BREXIT CITIZENS - 66

PARK END BLUES - 68

SCI FI ELITE - 70

MANAGERIAL RATINGS - MPS

TOP

JERSEY BOYS - 0

PARK END BLUES - 0

DYNAMO TEST - 4

BOTTOM

MISTIQUE - 66

FALLEN ANGELS - 66

DAL RIADA - 66

AUCTION PAGE

AUCTION RESULTS SESSION TWELVE

AUCTION RESULTS

POS STATS NAME

CLUB

FEENO NHIGH

All players not shown were unsold.

FINAL AUCTION SESSION THIRTEEN

- | | | | | | |
|-----|--|-------|----|-----|--|
| 1) | GK | 17-1 | - | sby | (inj10) |
| 2) | DF | 20-7 | S | | -(70% PS TRAINED) |
| 3) | DF | 19-10 | P | - | |
| 4) | MF | 18-3 | PS | APP | |
| 5) | FW | 23-7 | S | - | VERY FAST RISER |
| 6) | GIVE AS AN S | | | | ON Any QAULIFIED WINGER TO MAKE FWS |
| 7) | UT | 23-7 | P | - | FADER 250 captains games |
| 8) | YOUTH TRAINER | | | | |
| 9) | WG | 20-12 | | | will only sign for a club where he is first choice, no other players of his position at club |
| 10) | ROBERT LEWANDOWSKI , Polish goalscorer, STAR coming to end of his career but still able to produce the goods.
(signing on fee of one million plus bid!) | | | | |
| 11) | SUPER PHYSIO
(Any one injury nominated by you will be immediatley cured) | | | | |

(ALL players are of POLish NAT and must be named accordingly)

- | | | | | | |
|-----|----|-------|---|---|---|
| 12) | 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!!

The transfer deadline comes into operation at the end of Session thirteen



NO WONDER HE LOOKS HAPPY

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

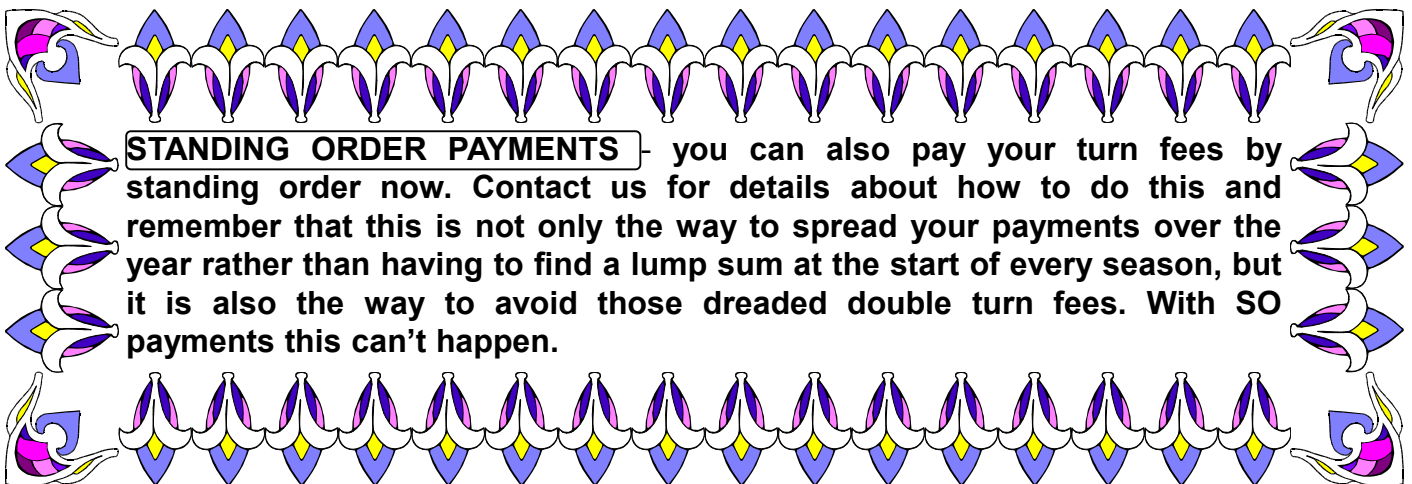
CREDIT CARD PAYMENTS

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 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.

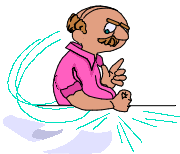
THE KICKABOUT COMMUNITY

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.

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!



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.