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KICKABOUT ONLINE

07470132611

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	13	5	2	0	19	6	4	1	1	17	9	21	30
2 SITH HAPPENS FC	13	2	3	1	9	5	5	1	1	15	3	16	25
3 GALACTIC STARS	13	4	1	1	19	13	3	2	2	13	8	11	24
4 MANDALORE	13	4	0	3	14	12	2	1	3	13	14	1	19
5 GOBAITH FC	13	2	3	2	8	13	3	1	2	12	11	-4	19
6 SMITHY ATHLETIC	13	1	5	1	17	12	3	1	2	15	12	8	18
7 ETERNAL SPRINGS	13	2	2	2	8	5	2	3	2	3	8	-2	17
8 JLR COMMANDOS	13	2	1	3	4	6	2	3	2	11	9	0	16
9 CHERNOBYL	13	2	1	3	9	9	2	2	3	8	14	-6	15
10 RPG ROVERS	13	2	2	3	5	9	1	2	3	4	14	-14	13
11 STILE COMMON	13	1	3	2	5	7	0	4	3	1	7	-8	10
12 MOSEISLEY JAWAS	13	0	1	6	5	17	0	3	3	2	13	-23	4

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 FULL THROTTLE FC	13	4	1	1	24	7	4	2	1	18	4	31	27
2 PFC LUBOCRANETS	13	4	2	1	20	8	3	3	0	18	7	23	26
3 HILL VALLEY	13	6	1	0	17	3	2	1	3	10	6	18	26
4 DYSTOPIA IV	13	4	2	1	20	2	3	1	2	8	9	17	24
5 ANDRASSY AVENUE	13	4	0	2	11	8	3	2	2	13	15	1	23
6 HENLEY ROVERS	13	4	3	0	22	4	1	2	3	10	7	21	20
7 THE FORCE	13	3	1	2	15	5	1	5	1	4	4	10	18
8 GALERIE BLEU FC	13	1	5	0	4	3	2	2	3	8	6	3	16
9 STAR COMMAND	13	4	0	3	8	14	0	0	6	3	22	-25	12
10 BRUTUS AWAKENS	13	0	2	4	3	16	2	1	4	4	16	-25	9
11 MEMORIAL PARK	13	2	1	3	2	14	0	2	5	2	24	-34	9
12 STARFIGHTER FC	13	0	3	4	0	15	0	0	6	1	26	-40	3

ROUNDUP

Nobody seems to be able to put a run of results together to challenge **Han Shot First** who look to be on their way to the title on current form. Good win for **Eternal Springs** AS well, victory at fading **JLR** pulls them away clear of the relegation zone but not totally Still all to play for at the bottom except for the mighty Jens, down baby down!

In the second topsy turvy sees **Full Throttle** back to the top as both **Hill valley & Lubocranets** stumble this session. And is that a flying Sutton I see creeping up on the trails. WOWSER! Four points now cover five teams and all to play for.

Top of the 36-1's now are **Star Command**, This despite not having picked up and away point all seasons. However home form is good with four wins so far.

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Dempsey

Hope League - Session Ten

Season 3

Games & C T

RESULTS HOPE SESSION TEN

RESULTS ROUND-UP

TEMPERATURE: Cold

Week twenty-eight

DIVISION 1

MANDALORE Iam mighty 6,40 Inj - Sarlacc (1) Pitch: Wet	2 : 0 STILE COMMON (H - 0.3) Att 49008 Wind: Light
MOSEISLEY JAWAS Att 28976 Wind: Light	0 : 1 ETERNAL SPRINGS (A - 0.9) Lopi 54 Pitch: Muddy
JLR COMMANDOS Att 52000* Wind: Light	0 : 1 SITH HAPPENS FC (A - 0.9) Thrawn 78 Pitch: Good

GREY SAVES PENALTY FOR SITH HAPPENS FC AFTER 54 MINS

SMITHY ATHLETIC Att 40494 Wind: Light Pitch: Good	0 : 0 GALACTIC STARS (A - 0.3) bkd - Schumacher (37) Inj - Baldurs gate (1)
HAN SHOT FIRST Greedo 7 Bowdaar 29 Djarin 44 Zam wessell 65,83 Dahl 89 Inj - Bonnar (8)	6 : 1 RPG ROVERS (H - 0.9) Xcom tw0 68 Att 45448 Wind: Light Pitch: Frozen
GOBAITH FC Robin hood 62 Hagen 85 Pitch: Muddy	2 : 0 CHERNOBYL (H - 2.3) Att 36458 Wind: Light

DIVISION 2

HILL VALLEY Jonny b goode 19 Att 31091 Pitch: Wet	1 : 1 MEMORIAL PARK (H - 0.3) New 54 Wind: Light
PFC LUBOCRANETS Dempsov 53 Readowska 58 Inj - Wookiesky (9) Wind: Light	2 : 2 THE FORCE (H - 0.3) Greedo 54 Hamill 70 Att 37274 Pitch: Muddy
ANDRASSY AVENUE Att 30806 Wind: Light Pitch: Wet	0 : 4 FULL THROTTLE FC (A - 1.3) Faith 17 Tusken 31,38 Marinescu 49
HENLEY ROVERS Att 31119 Pitch: Wet	0 : 0 GALERIE BLEU FC (H - 0.5) Wind: Light
STARFIGHTER FC Att 32089 Wind: Light Pitch: Frozen	0 : 4 DYSTOPIA IV (A - 1.1) El greco 10(og) Fallout 46 Piles of bodies 79 Rotting corpse 84
STAR COMMAND Echo 37,73 Offily 41 Emperor dempsey 61 Pitch: Wet	4 : 1 BRUTUS AWAKENS (H - 0.3) Lewandyodaski 21 Att 35535 Wind: Light

Week twenty-nine

THE HOPE CUP

Quarter-finals

GOBAITH FC Att 36800* Pitch: Frozen	0 : 0 SITH HAPPENS FC (A - 0.1) Wind: Light
THE FORCE Pascal 24,61 Athe 74 Simmons 78 Wind: Light	4 : 1 PFC LUBOCRANETS (H - 0.7) River 53 Inj - Butterov (4) Att 34225 Pitch: Good
CHERNOBYL Smith 45 bkd - O'neill (45)/ Carey (89) Wind: Light	1 : 1 MANDALORE (A - 0.5) Jens solo 50 Inj - Age of empires (1) Att 40000* Pitch: Wet

LUX BONTERI SAVES PENALTY FOR MANDALORE AFTER 60 MINS

FULL THROTTLE FC Greatscott 19 Tusken 68,70 Pitch: Wet	3 : 0 HILL VALLEY (H - 1.3) Att 31553 Wind: Light
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Week thirty

HOPE FRIENDLIES

ENFIELD(NL)	7 : 1 DYSTOPIA IV (H - 2.5)
CHERNOBYL	2 : 3 WOKING(NL) (A - 4.1)
CARSHALTON(NL)	3 : 2 FULL THROTTLE FC (A - 1.7)
ANDRASSY AVENUE	7 : 4 SOUTHPORT(NL) (A - 0.9)
ALFRETON TOWN(NL)	3 : 2 GALACTIC STARS (H - 0.3)
ETERNAL SPRINGS	1 : 2 HEDNESFORD (NL) (A - 0.5)
SUTTON UTD(NL)	3 : 1 GOBAITH FC (H - 0.9)
JLR COMMANDOS	1 : 4 WEYMOUTH(NL) (A - 3.7) bkd - Robinson (58)
MARGATE(NL)	1 : 1 GALERIE BLEU FC (H - 0.5)
HENLEY ROVERS	3 : 3 STEVENAGE(NL) (A - 4.7)
HAN SHOT FIRST	2 : 2 RUNCORN(NL) (A - 0.3)
HASTINGS UTD(NL)	1 : 1 HILL VALLEY (H - 1.7)
MEMORIAL PARK	3 : 3 NORTHWICH(NL) (A - 1.5)
WELLING(NL)	0 : 1 MANDALORE (A - 0.5)
PFC LUBOCRANETS	0 : 3 KETTERING(NL) (A - 2.1)
STAFFORD(NL)	5 : 1 MOSEISLEY JAWAS (H - 2.5)
SLOUGH(NL)	4 : 1 RPG ROVERS (H - 0.7)
STAR COMMAND	2 : 4 BATH(NL) (A - 2)
WYCOMBE(NL)	5 : 2 STILE COMMON (H - 1.7)
SITH HAPPENS FC	2 : 5 STOWMARKET(NL) (A - 2.7)
COLWYN BAY(NL)	0 : 0 STARFIGHTER FC (A - 1.1)
THE FORCE	1 : 0 THURROCK(NL) (A - 1.3)
AFC HAYES(NL)	6 : 2 SMITHY ATHLETIC (H - 2.5) bkd - Turbo smith (79)

WEATHER FORECAST

Temperature next session: Freezing

Predicted wind speed next session: Light

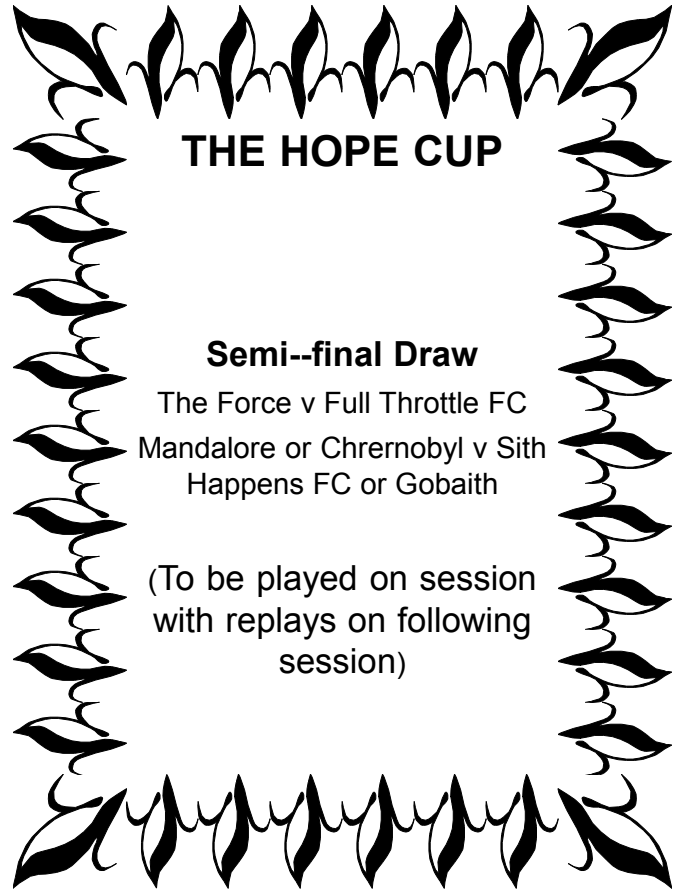


THE HOPE LEAGUE CUP

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

Semi-final Draw

The Force v Full Throttle FC
Mandalore or Chrenobyl v Sith
Happens FC or Gobaith

(To be played on session
with replays on following
session)

DEADLINE

To bring the Hope into line with the Messi
deadlines will altered and be shortened for some
sesions before the end of the season

SO DEADLINE FOR S11 RETURNS is Sunday
12th of September **PUT IT IN YOUR DIARIES!**



STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	DAHL	HAN SHOT FIRST	17
2	BABY YODA	MANDALORE	11
3	HAAVELMO	CHERNOBYL	8
4	SEYMOUR	SITH HAPPENS FC	8
5	ROBA FETT	SITH HAPPENS FC	7
6	GUNGAN	GALACTIC STARS	7
7	IAM MIGHTY	MANDALORE	7
8	JOHNSON	CHERNOBYL	6

DIVISION 2

1	TUSKEN	FULL THROTL FC	15
2	JOHN SMITH	FULL THROTL FC	14
3	CHEMICAL WATSE	DYSTOPIA IV	11
4	MCCRUDDOV	PFC LUBOCRANETS	11
5	BUTTON	HILL VALLEY	11
6	PASCAL	THE FORCE	10
7	HART	HENLEY ROVERS	10
8	LAZULI	ANDRASSY AVENUE	9

MANAGERIAL RATINGS - DPS

TOP

GALERIE BLEU FC - 0

HILL VALLEY - 0

FULL THROTL FC - 0

BOTTOM

MANDALORE - 63

CHERNOBYL - 66

SITH HAPPENS FC - 69

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

HAN SHOT FIRST - 0

GOBAITH FC - 3

MANDALORE - 6

BOTTOM

STAR COMMAND - 63

STARFIGHTER FC - 66

BRUTUS AWAKENS - 69

MANAGERIAL RATINGS - SQUAD AGE

TOP

PFC LUBOCRANETS - 0

STILE COMMON - 3

STARFIGHTER FC - 6

BOTTOM

MEMORIAL PARK - 63

STAR COMMAND - 66

BRUTUS AWAKENS - 69

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :-

GOOD BOYS ONE AND ALL

PRIVATE DEALS

HENLEY ROVERS sold BELLE VUE (18-2 SW) {FUT} to MANDALORE for 240K

FULL THROTL FC sold GREATSCOTT (20-12 UT) {P/S} to RPG ROVERS for 650K

All deals completed successfully!

Consec. Home Draws

Smithy Athletic	3 games
Eternal Springs	2 games
The Force	2 games

Since A Home Draw

Chernobyl	13 games
Mandalore	10 games
Star Command	8 games
Moseisley Jawas	5 games
Andrassy Avenue	5 games
Full Throtle Fc	5 games
Galactic Stars	3 games

Consec. Away Draws

Galactic Stars	2 games
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Since An Away Draw

Star Command	11 games
Starfighter Fc	6 games
Brutus Awakens	6 games
Gobaith Fc	5 games

AUCTION PAGE

AUCTION RESULTS SESSION TEN

NONE

AUCTION FOR SESSION ELEVEN

- 1) RETIREMENT AND PASSING THE BATON your nominated mf/a/d or mf-a-d-g OF 30yo+ decided to retire unexpectedly. However, his younger brother signs on to take his place. (You will get the same type of player of 18YO, all other stats the same(but not captain levels), but of 75% levels less (THINK ABOUT IT)
 - 2) AGELESS nominated player will not age come season's end
 - 3) ADMIN ERROR nominate player has DPPS restored to zero
 - 4) STC A nominated unqual APP will qualify immediately and become a FUT
 - 5) BIRTH CERTIFICATE is found and nominated qualified APP is actually a 17YO SBY
 - 6) NAILING HIM DOWN your second oldest player will sign a contract of 6K for 32 sessions
 - 7) STC B nominated GK of level twelve becomes a STAR but is injured for 5 games
 - 8) BACK UP STAFF REFRESHED UP you get a superscout/ superphysio/ 10 MPS / 2PPS
- (Adapted from an idera by Niel Humphries)

OUT-OF-CONTRACT PLAYERS

- | | | | |
|-------|-------|---|--|
| 9) GK | 22-12 | - | Grey of Sith Happens Fc
{RES 720k - 54% BW/ 42% CR} |
|-------|-------|---|--|

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

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.

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

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

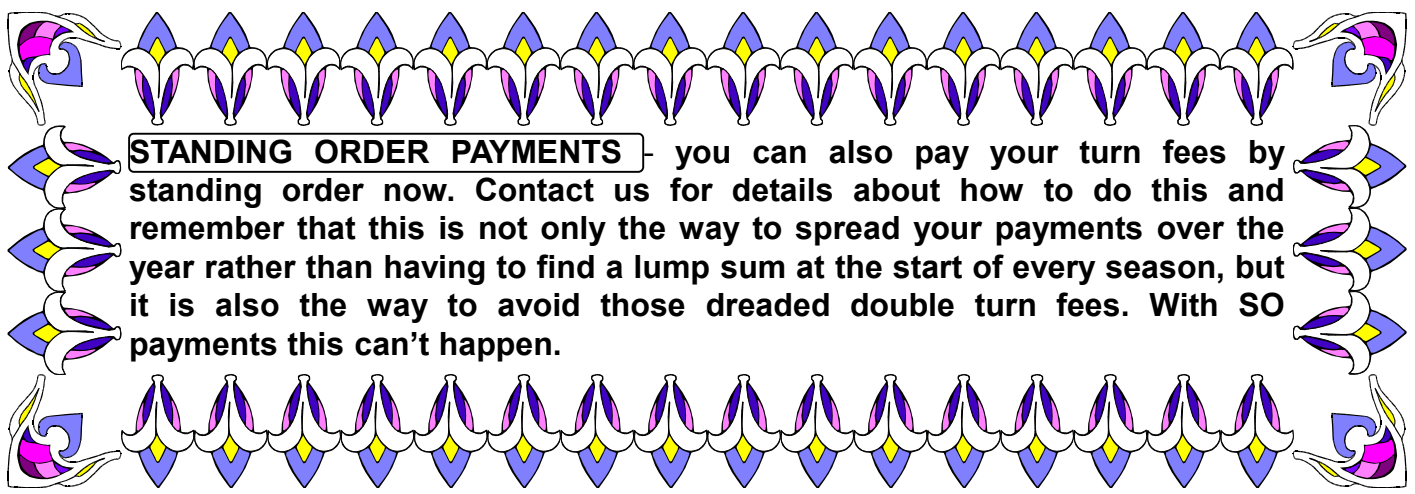
CREDIT CARD PAYMENTS

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

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 says he and his son are coming to Odense

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!



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>



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 area 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 there 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.
