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KICKABOUT ONLINE

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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	17	6	3	0	27	8	5	2	1	19	10	28	38
2 SITH HAPPENS FC	17	3	4	2	12	7	5	2	1	15	3	17	30
3 GALACTIC STARS	17	4	1	3	20	16	5	2	2	15	8	11	30
4 MANDALORE	17	6	0	3	20	14	2	2	4	17	20	3	26
5 GOBAITH FC	17	3	3	3	11	15	4	2	2	16	13	-1	26
6 JLR COMMANDOS	17	3	2	4	5	7	3	3	2	12	9	1	23
7 ETERNAL SPRINGS	17	3	3	2	13	8	2	4	3	6	12	-1	22
8 SMITHY ATHLETIC	17	1	6	1	18	13	3	2	4	18	19	4	20
9 CHERNOBYL	17	3	2	3	12	11	2	3	4	9	18	-8	20
10 RPG ROVERS	17	3	3	3	7	10	1	3	4	6	17	-14	18
11 STILE COMMON	17	1	5	2	7	9	1	4	4	2	8	-8	15
12 MOSEISLEY JAWAS	17	0	1	7	6	20	0	4	5	3	21	-32	5

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 PFC LUBOCRANETS	17	5	2	1	22	8	5	4	0	22	8	28	36
2 FULL THROTTLE FC	17	6	2	1	29	8	4	3	1	18	4	35	35
3 DYSTOPIA IV	17	5	3	1	26	2	4	2	2	10	9	25	32
4 THE FORCE	17	5	1	2	26	9	3	5	1	11	5	23	30
5 HILL VALLEY	17	7	1	1	21	6	2	2	4	15	12	18	30
6 ANDRASSY AVENUE	17	4	2	3	13	12	3	2	3	14	17	-2	25
7 HENLEY ROVERS	17	4	3	1	22	6	2	3	4	13	14	15	24
8 GALERIE BLEU FC	17	2	6	0	7	3	2	3	4	9	10	3	21
9 STAR COMMAND	17	5	1	3	11	16	0	1	7	4	25	-26	17
10 MEMORIAL PARK	17	2	2	4	2	18	0	4	5	2	24	-38	12
11 BRUTUS AWAKENS	17	0	4	4	4	17	2	1	6	4	20	-29	11
12 STARFIGHTER FC	17	0	3	6	0	18	0	0	8	1	35	-52	3

Since An Away Defeat

Stile Common	10 games
Han Shot First	7 games
Galactic Stars	5 games
Andrassy Avenue	5 games
Sith Happens Fc	4 games
Gobaith Fc	4 games
Full Throttle Fc	4 games
Dystopia Iv	3 games

Consec. Wins

Andrassy Avenue	4 games
Mandalore	2 games

Consec. Draws

Memorial Park	3 games
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Dempsey

Hope League - Session Twelve

Season 3

Games & C T

RESULTS HOPE SESSION TWELVE

RESULTS ROUND-UP

TEMPERATURE: Cold

Week thirty-four

DIVISION 1

MANDALORE Iam mighty 15,67 Age of empires 28 Jens solo 87 bkd - Age of empires (86) Pitch: Frozen	4 : 1	CHERNOBYL Galois 21 off - O'neill (30) Att 52684 Wind: Gale	(H - 0.3)
ETERNAL SPRINGS Lokiski 1 Lopi 36 Wind: Brisk	2 : 0	SMITHY ATHLETIC bkd - Jens smith (34) Att 34106 Pitch: Wet	(H - 0.1)
MOSEISLEY JAWAS Ackbar 9 Att 31386 Wind: Brisk Pitch: Muddy	1 : 3	GOBAITH FC Spam 7 Swtmae 24 Ynu 90	(A - 1.5)
JLR COMMANDOS Tromskar 73(p) bkd - Baker (3) Wind: Brisk *Derby Game*	1 : 0	STILE COMMON bkd - Kenobi butler (19) Att 52000 Pitch: Frozen	(A - 0.1)
SITH HAPPENS FC bkd - Dengar (38) Att 40000* Pitch: Muddy	0 : 1	GALACTIC STARS Ackbar ashcroft 81 Wind: Brisk	(H - 0.9)
RPG ROVERS Att 34944* Pitch: Muddy	0 : 0	HAN SHOT FIRST Wind: Brisk	(A - 0.3)

DIVISION 2

HILL VALLEY Palpatine 28 Button 63 Wallet guy 67 Pitch: Wet	3 : 0	BRUTUS AWAKENS bkd - Jens solo (50) Att 31464 Wind: Brisk	(H - 0.3)
THE FORCE Rogue 19,24,31 Athe 38 George 53 Greedo 88	6 : 0	HENLEY ROVERS Inj - Andersen (14) Att 32298 Wind: Brisk Pitch: Muddy	(H - 1.5)
PFC LUBOCRANETS Giovinazzi 26 Dempsov 30(p) Pitch: Frozen	2 : 0	STAR COMMAND Att 39471 Wind: Brisk	(H - 0.7)
ANDRASSY AVENUE Att 31546 Pitch: Frozen	0 : 0	MEMORIAL PARK Wind: Brisk	(H - 1.3)
FULL THROTTLE FC Marinescu 9 Tusken 36 John smith 66 *Derby Game*	3 : 0	GALERIE BLEU FC Att 41100 Wind: Brisk Pitch: Muddy	(H - 1.1)
DYSTOPIA IV Cockroach 16 Horderats 22 Piles of bodies 25,52 Fallout 41 Chemical watse 58	6 : 0	STARFIGHTER FC Att 31089 Wind: Light Pitch: Muddy	(H - 1.5)

Week thirty-five

DIVISION 1

MANDALORE Scorchio 25,34 off - Nam beroya (35) Wind: Brisk	2 : 1	ETERNAL SPRINGS Nevaending 55 Att 50973 Pitch: Muddy	(A - 0.3)
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GALACTIC STARS Att 33048 Wind: Brisk	0 : 1	STILE COMMON Polanski 87 Pitch: Frozen	(H - 0.5)
SITH HAPPENS FC Att 40000* Pitch: Muddy	0 : 0	CHERNOBYL Wind: Brisk	(H - 0.7)
RPG ROVERS Sturgeon baze 67 Bards tale 88 Wind: Brisk	2 : 1	MOSEISLEY JAWAS Ackbar 26 Att 26466 Pitch: Good	(H - 1.1)
HAN SHOT FIRST Dahl 9 Han solo 37 Att 47000* Pitch: Muddy	2 : 2	SMITHY ATHLETIC Edwin smith 62 Bo smith 86 Wind: Brisk	(H - 0.9)
GOBAITH FC Inj - Hagen (2)/ Carreg (1) Wind: Brisk	0 : 1	JLR COMMANDOS Warhead 87 Att 36800* Pitch: Muddy	(H - 1.1)

DIVISION 2

HILL VALLEY Marv berry 20 Att 31318 Wind: Brisk Pitch: Wet	1 : 3	THE FORCE Rogue 35 Simmons 78 George 81	(A - 1.1)
GALERIE BLEU FC Att 34901 Pitch: Good	0 : 0	MEMORIAL PARK Wind: Gale	(H - 0.1)
FULL THROTTLE FC Piquet 80 Wind: Gale	1 : 0	BRUTUS AWAKENS Att 34229 Pitch: Good	(H - 2.1)
DYSTOPIA IV Att 34688 Pitch: Good	0 : 0	PFC LUBOCRANETS Wind: Brisk	(A - 0.3)
STARFIGHTER FC Att 31374 Wind: Gale Pitch: Good	0 : 2	HENLEY ROVERS Tor vizsla 10 Niagara 84	(A - 1.1)
STAR COMMAND Warcraft 39,76 Att 33411 Pitch: Wet	2 : 1	ANDRASSY AVENUE Austin friars 18 Wind: Brisk	(A - 0.1)

Week thirty-six

THE HOPE TROPHY

Quarter-finals

THE FORCE George 47 bkd - Athe (19) Pitch: Muddy	1 : 0	PFC LUBOCRANETS Att 37009 Wind: Brisk	(H - 0.3)
CHERNOBYL bkd - Draper (26) off - Williams (53)/ Smith (46) Pitch: Wet	0 : 1	DYSTOPIA IV Stockholm 86(p) Att 34363 Wind: Brisk	(-)
GALERIE BLEU FC Carlo 10 Putino 22,57,67 Gauguin 48,89 Delacroix 51 Lautrec 67 Neptunium 74 Pitch: Wet	9 : 5	HENLEY ROVERS Andersen 10 Peppard 24,63 Niagara 42 Reading 55 Att 33342 Wind: Brisk	(H - 0.3)
HILL VALLEY Mcfly 10 Gigawatts 54 Marv berry 74 Biff 109 Fabrizio 116(og) Palpatine 119	6 : 3	ANDRASSY AVENUE Cigoli 5 Lazuli 7 Austin friars 14 Att 29794 Wind: Brisk Pitch: Muddy	(A - 0.3) [AET]

THE HOPE LEAGUE CUP

Semi-finals

CHERNOBYL

Bersante 87(og)
bkd - Williams (44)/
Ericsson (25)/
Johnson (36)/
Bearadi (79)/
Galois (25)/
Smith (1)

1 : 2 THE FORCE

George 12
Crisp 16
Att 40000
Wind: Light
Pitch: Frozen
Derby Game

(A - 0.7)

GREY SAVES PENALTY FOR
CHERNOBYL AFTER 30 MINS

SMITHY ATHLETIC

Boris smith 17
Dave smith 47,72,91
bkd - Dennis smith (103)
Att 50517
Wind: Brisk

4 : 4 SITH HAPPENS FC

Roba fett 17,81
Plagueis 31
Lars 111
bkd - Desperado (110)
Pitch: Wet

(A - 1.3)
[AET]

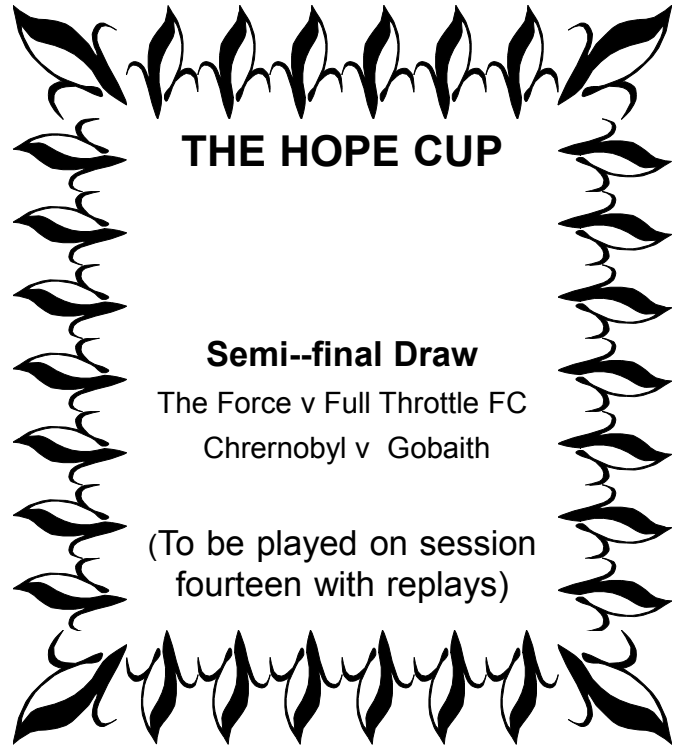
SITH HAPPENS FC WIN PENALTY SHOOTOUT 4 - 3

HOPE FRIENDLIES

LEATHERHEAD(NL)	1 : 0 MANDALORE	(H - 0.3)
ETERNAL SPRINGS	5 : 2 LEEK TOWN(NL)	(H - 0.1)
MOSEISLEY JAWAS	4 : 1 HERNE BAY(NL)	(A - 1.7)
ILFORD(NL)	4 : 1 JLR COMMANDOS	(A - 0.1)
GALACTIC STARS	3 : 1 TRURO CITY(NL)	(A - 0.7)
TAMWORTH(NL)	4 : 0 RPG ROVERS	(H - 1.7)
HAN SHOT FIRST	6 : 2 WHITBY TOWN(NL)	(H - 0.7)
ROMULUS(NL)	1 : 2 GOBAITH FC	(A - 0.5)
STILE COMMON	2 : 2 MET POLICE(NL)	(A - 1.1)
UXBRIDGE(NL)	1 : 2 FULL THROTTLE FC	(A - 0.1)
TELFORD UTD(NL)	4 : 0 STARFIGHTER FC	(H - 2.3)
ENFIELD(NL)	5 : 0 MEMORIAL PARK	(H - 1.7)

WEATHER FORECAST

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



THE HOPE CUP

Semi--final Draw

The Force v Full Throttle FC
Chernobyl v Gobaith

(To be played on session
fourteen with replays)



THE HOPE TROPHY

Semi-final Draw

The Force v Galerie Bleu

Dystopia IV v Hill Valley

(To be played on Session 13, extra
time and penalties to decide)



STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	DAHL	HAN SHOT FIRST	21
2	ROBA FETT	SITH HAPPENS FC	11
3	BABY YODA	MANDALORE	11
4	HAAVELMO	CHERNOBYL	9
5	DAVE SMITH	SMITHY ATHLETIC	9
6	IAM MIGHTY	MANDALORE	9
7	YNU	GOBAITH FC	8
8	SEYMOUR	SITH HAPPENS FC	8

DIVISION 2

1	TUSKEN	FULL THROTTLE FC	16
2	JOHN SMITH	FULL THROTTLE FC	15
3	CHEMICAL WATSE	DYSTOPIA IV	14
4	MCCRUDDOV	PFC LUBOCRANETS	12
5	PASCAL	THE FORCE	12
6	BUTTON	HILL VALLEY	12
7	MARV BERRY	HILL VALLEY	11
8	LAZULI	ANDRASSY AVENUE	10

LEADING SCORERS (CAREER)

DIVISION 1

1	BABY YODA	MANDALORE	35 (in 74 games)
2	ZAM WESSELL	HAN SHOT FIRST	32 (in 75 games)
3	SARLACC	MANDALORE	29 (in 55 games)
4	HEMINGWAY	MANDALORE	27 (in 85 games)
5	SMITH	CHERNOBYL	26 (in 74 games)
6	DAHL	HAN SHOT FIRST	25 (in 39 games)
7	HILL	SMITHY ATHLETIC	23 (in 73 games)
8	YODA ARMSTRONG	GALACTIC STARS	20 (in 78 games)

DIVISION 2

1	DEMPSOV	PFC LUBOCRANETS	31 (in 77 games)
2	CHEMICAL WATSE	DYSTOPIA IV	28 (in 79 games)
3	JOHN SMITH	FULL THROTTLE FC	26 (in 74 games)
4	HART	HENLEY ROVERS	25 (in 75 games)
5	BUTTON	HILL VALLEY	22 (in 75 games)
6	TUSKEN	FULL THROTTLE FC	21 (in 58 games)
7	LAUTREC	GALERIE BLEU FC	20 (in 80 games)
8	NEW	MEMORIAL PARK	19 (in 66 games)

PRIVATE DEALS

STILE COMMON sold LAVERICK (18-2 DF) {APP} to STARFIGHTER FC for 120K

STARFIGHTER FC sold CONCORKILL (22-6 DF) to STILE COMMON for 150K

STARFIGHTER FC sold VADER MOLLOY (22-6 MF) to STILE COMMON for 150K

CHERNOBYL sold LYNCH (19-10 MF) to DYSTOPIA IV for 0K

DYSTOPIA IV sold HORDERATS (19-11 UT) to CHERNOBYL for 0K

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 :- AHSOKA TANO [1] (MANDALORE) / SEAMY MCYODA [1] (MANDALORE) / RUNE HAAKO [1] (SITH HAPPENS FC) / SEYMOUR [1] (SITH HAPPENS FC) / PARKU [1] (MEMORIAL PARK) /

MANAGERIAL RATINGS - YOUTH

TOP

CHERNOBYL - 0

PFC LUBOCRANETS - 1

FULL THROTTLE FC - 2

BOTTOM

THE FORCE - 21

RPG ROVERS - 21

SITH HAPPENS FC - 21

MANAGERIAL RATINGS - SPs

TOP

THE FORCE - 0

JLR COMMANDOS - 1

FULL THROTTLE FC - 2

BOTTOM

STARFIGHTER FC - 21

BRUTUS AWAKENS - 22

MOSEISLEY JAWAS - 22

MANAGERIAL RATINGS - PHYSIO POINTS

TOP

RPG ROVERS - 0

JLR COMMANDOS - 1

CHERNOBYL - 1

BOTTOM

SITH HAPPENS FC - 16

SMITHY ATHLETIC - 16

MANDALORE - 16

MOST APPEARENCES

<u>DIVISION 1</u>			
1	BOWDAAR	HAN SHOT FIRST	33
2	QUEST	ETERNAL SPRINGS	33
3	HEMINGWAY	MANDALORE	33
4	BOBA BRUTUS	MANDALORE	33
5	POLANSKI	STILE COMMON	32
6	WANT	ETERNAL SPRINGS	32
7	HORDERATS	CHERNOBYL	31
8	WILLIAMS	CHERNOBYL	31

<u>DIVISION 2</u>			
1	DEMPSOV	PFC LUBOCRANETS	35
2	WALLET GUY	HILL VALLEY	35
3	PALPATINE	HILL VALLEY	34
4	FRANTZEN	HENLEY ROVERS	34
5	ANTILLES	MEMORIAL PARK	33
6	PATH	MEMORIAL PARK	33
7	MARINESCU	FULL THROTTLE FC	33
8	NEPTUNIUM	GALERIE BLEU FC	33

MOST APPEARENCES (CAREER)

<u>DIVISION 1</u>			
1	MABINOZION	GOBAITH FC	86
2	HEMINGWAY	MANDALORE	85
3	LUX BONTERI	MANDALORE	85
4	BOBA BRUTUS	MANDALORE	84
5	GREY	CHERNOBYL	82
6	YNU	GOBAITH FC	82
7	NAM BEROYA	MANDALORE	82
8	SEAMUS SMITH	SMITHY ATHLETIC	80

<u>DIVISION 2</u>			
1	NEPTUNIUM	GALERIE BLEU FC	82
2	GU	STAR COMMAND	80
3	LAUTREC	GALERIE BLEU FC	80
4	GAUGUIN	GALERIE BLEU FC	80
5	KOULDBE MIGHTY	BRUTUS AWAKENS	79
6	ROTTING CORPSE	DYSTOPIA IV	79
7	CHEMICAL WATSE	DYSTOPIA IV	79
8	HAMILTON	FULL THROTTLE FC	78

MANAGERIAL RATINGS

DIVISION 1

Ian Cranfield - Jlr Commandos - 1
Steve Thompson - Sith Happens Fc - 2
Paul Butler - Galerie Bleu Fc - 3

DIVISION 2

Pete Condon - Stile Common - 5
Craig Lawton - Full Throttle Fc - 5
Paul Sutton - Dystopia Iv - 9



THE FORCE IS WITH HIM FOR SURE

AUCTION PAGE

ROLLING AUCTION RESULTS SESSION TWELVE

NONESKI

AUCTION FOR 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 QUALIFIED 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)

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

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 alot 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 players 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 hi 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

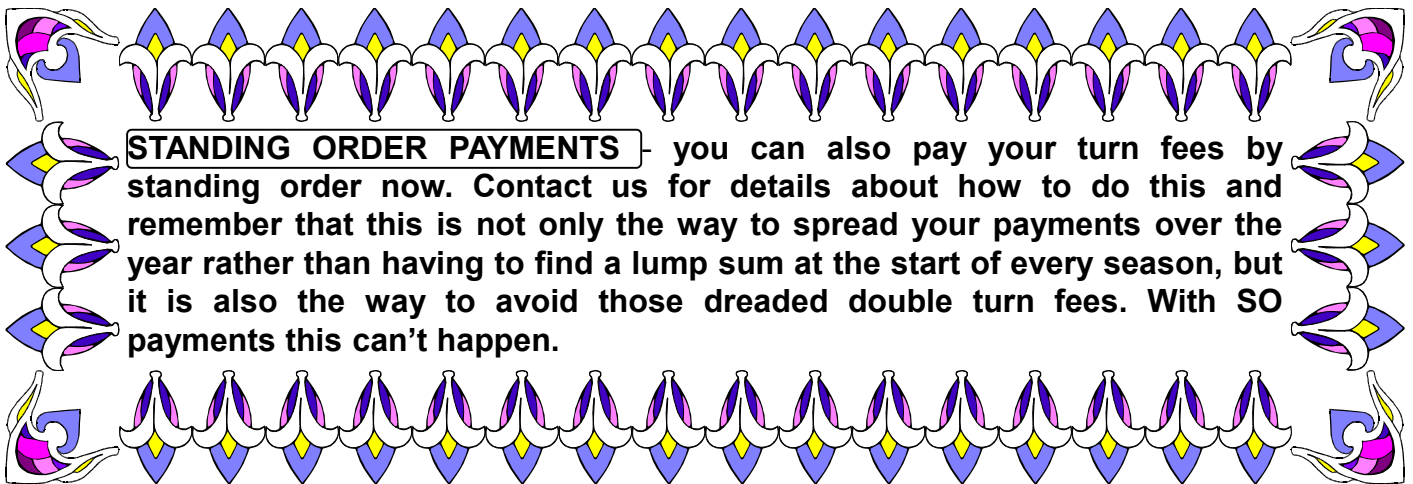
CREDIT CARD PAYMENTS

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.

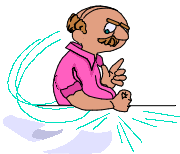
THE KICKABOUT COMMUNITY

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!
A mere £20 entry fee.



Wynne Phillips is the first to confirm.

Gareth Ashcroft, Rob Lewis, Craig Lawton & Scott Abraham have all said they are going to take part

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.
