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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	19	10	0	0	36	3	7	2	0	21	4	50	53
2 REAL AYELL	19	8	1	0	25	0	6	1	3	19	9	35	44
3 CITY COLTS	19	8	0	1	38	8	6	0	4	39	12	57	42
4 IB 2301	19	6	1	2	29	9	7	0	3	22	13	29	40
5 HAVERING TOWN	19	4	1	5	29	31	4	2	3	14	28	-16	27
6 FALLEN ANGELS	19	5	3	2	18	11	1	4	4	9	21	-5	25
7 JERSEY BOYS	19	5	1	4	22	27	2	0	7	17	44	-32	22
8 BRECON WARRIORS	19	3	1	5	13	24	2	4	4	17	27	-21	20
9 WESSEX RANGERS	19	2	4	3	14	18	2	1	7	13	25	-16	17
10 REQUIEM	19	2	3	5	14	19	2	1	6	7	20	-18	16
11 LEODIS	19	2	2	5	19	26	0	2	8	14	36	-29	10
12 DAL RIADA	19	2	1	7	14	22	0	1	8	6	32	-34	8

## MESSI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 GLOBE TROTTERS	19	8	1	0	23	1	8	1	1	30	8	44	50
2 SPORTING SPUDS	19	9	0	1	25	3	5	1	3	22	10	34	43
3 FRALKA	19	8	0	2	19	7	4	2	3	14	6	20	38
4 THE GREEKS	19	6	2	1	19	5	4	1	5	7	9	12	33
5 NEWSOME FC	19	5	2	2	15	9	3	3	4	9	12	3	29
6 DYNAMO TEST	19	5	3	1	11	4	3	2	5	6	15	-2	29
7 BRECON RANGERS	19	5	2	2	9	7	2	3	5	10	16	-4	26
8 OLD STEINE FC	19	4	2	4	15	15	2	1	6	7	15	-8	21
9 WELSH WIZARDS	19	5	1	4	11	13	1	0	8	8	22	-16	19
10 SHRIMP COVE	19	2	3	4	7	11	3	0	7	5	15	-14	18
11 TECHNO TERRIERS	19	4	1	5	19	19	0	2	7	3	21	-18	15
12 VIPPEROED BK	19	1	0	9	8	30	0	1	8	3	32	-51	4

## MESSI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE LEVELLERS	19	7	2	0	28	1	6	2	2	20	10	37	43
2 LES FERDINAND	19	8	0	2	22	6	4	3	2	12	5	23	39
3 LADY PARK	19	7	1	1	18	7	4	2	4	11	19	3	36
4 CLIFTON MIGHTY	19	5	4	1	20	7	5	1	3	18	9	22	35
5 SHROPSHIRE STAR	19	5	2	3	20	13	5	1	3	9	7	9	33
6 MISTIQUE`	19	5	3	1	16	4	3	1	6	14	18	8	28
7 SHED END LIONS	19	3	3	4	12	11	3	1	5	12	21	-8	22
8 DEFCON1 FC	19	3	7	0	15	6	0	4	5	3	12	0	20
9 BREXIT CITIZENS	19	4	1	4	6	12	1	4	5	1	9	-14	20
10 BERMONDSEY BM	19	3	1	5	8	10	0	5	5	2	10	-10	15
11 PARK END BLUES	19	2	3	5	4	11	0	3	6	2	16	-21	12
12 SCI FI ELITE	19	2	1	6	2	20	1	1	8	4	35	-49	11

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Games & C T Dempsey

**Messi League - Session Fourteen**

**Season 25**

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

07470132611

# RESULTS SESSION FOURTEEN

## RESULTS ROUND-UP

**TEMPERATURE: Cool**

### Week forty

#### DIVISION 1

<b>REAL AYELL</b> Alaska 48 Wind: Light	<b>1 : 0 LEODIS</b> (H - 1.1) Att 39078* Pitch: Muddy
<b>FALLEN ANGELS</b> Roger hermuff 80 Dredd 86 bkd - Manko (47) Att 30276 Pitch: Good	<b>2 : 3 BRECON WARRIORS</b> (A - 2.1) Cromwell 1 Johansen 34 La samba 51 Wind: Calm
<b>REQUIEM</b> Jetski 10 Fredericks 71 off - Oswestry (51) Wind: Calm	<b>2 : 3 JERSEY BOYS</b> (H - 0.1) Doyle 7 Galik 11,52 Att 30362* Pitch: Good
<b>PRIMROSE HILL</b> Spitfire 34 Altantuyax 44 Yupanqui 90(p)	<b>3 : 0 CITY COLTS</b> (H - 1.5) Att 65000* Wind: Calm Pitch: Hard
<b>WESSEX RANGERS</b> Att 29582 Wind: Calm Pitch: Muddy	<b>0 : 5 IB 2301</b> (A - 1.5) Singh 4,55 Aleinikov 17,39 Turk 17
<b>HAVERING TOWN</b> Alveley 17,79 Bullock 30(p) Iam mighty 36 Att 34846 Wind: Calm	<b>4 : 4 DAL RIADA</b> (H - 0.3) Malone 51 Shaunen 56,63 Messi 89 bkd - Hoof (11) Pitch: Good

#### DIVISION 2

<b>DYNAMO TEST</b> Att 36310 Pitch: Good	<b>0 : 0 BRECON RANGERS</b> (H - 0.1) Wind: Calm
<b>FRALKA</b> Att 27849* Wind: Calm Pitch: Good	<b>0 : 1 THE GREEKS</b> (H - 0.5) Boothgeek 36(og) bkd - Agrippa (34)
<b>TECHNO TERRIERS</b> Enigma 3,15,54 Chopin 7,22,39,66 Mehmetcek 9 Pitch: Good	<b>8 : 1 VIPPEROED BK</b> (H - 3.3) Bredetved 14 Att 29776 Wind: Calm
<b>WELSH WIZARDS</b> Att 28854 Pitch: Wet	<b>0 : 0 NEWSOME FC</b> (A - 0.7) Wind: Calm
<b>SHRIMP COVE</b> bkd - Guppi (70) Att 30205 Wind: Calm Pitch: Good *Derby Game*	<b>0 : 5 GLOBE TROTTERS</b> (A - 0.7) Antonio 5,52 Puck 46 Boris 61 Lili 80 bkd - Boris (44)/ Puck (16)
<b>SPORTING SPUDS</b> Almqvist 29(og) Amdro 62 Pitch: Hard	<b>2 : 0 OLD STEINE FC</b> (A - 0.1) Att 35477 Wind: Calm

#### DIVISION 3

<b>MISTIQUE</b> Reefer 84 Att 28472 Pitch: Good	<b>1 : 1 THE LEVELLERS</b> (A - 0.5) Parril sabling 42 Wind: Calm
<b>CLIFTON MIGHTY</b>	<b>2 : 2 LADY PARK</b> (A - 1.5)

Obi wan chipobi 5  
Macron 40  
Att 29917  
Pitch: Wet

<b>SHED END LIONS</b> Att 21071* Pitch: Good	<b>0 : 0 DEFCON1 FC</b> (-) Wind: Calm *Derby Game*
<b>SHROPSHIRE STAR</b> Andersson 49 Bell 82 Att 24994 Pitch: Muddy	<b>2 : 3 SCI FI ELITE</b> (A - 1.3) Chewbacca 15,26 Simak 27 Wind: Calm
<b>BERMONDSEY BM</b> Holes ak 61 Wind: Calm	<b>1 : 0 BREXIT CITIZENS</b> (H - 0.1) Att 25316 Pitch: Wet
<b>PARK END BLUES</b> Att 24928 Wind: Calm	<b>0 : 1 LES FERDINAND</b> (A - 0.1) Stanton drew 21 Pitch: Wet

### Week forty-one

#### THE MESSI CUP

##### Semi-finals

<b>CITY COLTS</b> Att 52893 Wind: Calm Pitch: Muddy	<b>0 : 3 REAL AYELL</b> (A - 1.3) Mackeson 26 Jinxing 39 Chang 62 off - Shancheng (82)
<b>PRIMROSE HILL</b> Karla 3,4 Yupanqui 22 Golcar 44	<b>4 : 0 THE LEVELLERS</b> (H - 1.1) Att 49581 Wind: Calm Pitch: Wet

#### THE MESSI TROPHY

##### Semi-finals

<b>BRECON RANGERS</b> Antaldi 101 Att 26923 Pitch: Good	<b>1 : 3 DEFCON1 FC</b> (A - 0.7) Captain jack 104,109,117 Wind: Calm [AET]
<b>THE LEVELLERS</b> Ekeke 109 Potts 114 Pitch: Muddy	<b>2 : 0 NEWSOME FC</b> (H - 0.1) Att 31260 Wind: Calm [AET]

### Week Forty-two

#### THE MESSI LEAGUE CUP

##### FINAL

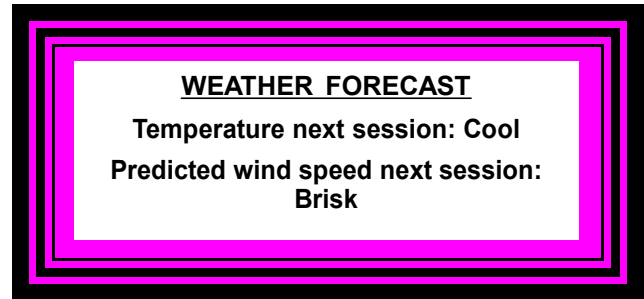
<b>PRIMROSE HILL</b> Att 53764 Wind: Calm	<b>0 : 1 REAL AYELL</b> (H - 0.1) Nisos 114 Pitch: Hard [AET]
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**Congrats to Adrian, first part of a double?**

#### MESSI FRIENDLIES

<b>ENFIELD(NL)</b>	<b>0 : 1 IB 2301</b> (A - 1.3)
<b>FALLEN ANGELS</b>	<b>0 : 0 WOKING(NL)</b> (H - 0.1)
<b>CARSHALTON(NL)</b>	<b>0 : 0 REQUIEM</b> (A - 1.1)
<b>BRECON WARRIORS</b>	<b>0 : 0 SOUTHPORT(NL)</b> (H - 0.1)
<b>ALFRETON TOWN(NL)</b>	<b>0 : 2 HAVERING TOWN</b> (A - 1.3)
<b>CITY COLTS</b>	<b>3 : 0 HEDNESFORD (NL)</b> (H - 1.5)
<b>SUTTON UTD(NL)</b>	<b>0 : 4 GLOBE TROTTERS</b> (A - 3.1)

OLD STEINE FC	1 : 0	WEYMOUTH(NL)	(H - 0.3)
MARGATE(NL)	0 : 2	FRALKA	(A - 1.7)
BRECON RANGERS	0 : 0	STEVENAGE(NL)	(A - 0.3)
RUNCORN(NL)	0 : 1	TECHNO TERRIERS	(A - 0.9)
WELSH WIZARDS	1 : 0	HASTINGS UTD(NL)	(A - 0.7)
NORTHWICH(NL)	1 : 2	SHRIMP COVE	(A - 1.1)
THE GREEKS	1 : 0	WELLING(NL)	(A - 0.1)
KETTERING(NL)	0 : 5	SPORTING SPUDS	(A - 3.3)
NEWSOME FC	0 : 0	STAFFORD(NL)	(A - 0.1)
SLOUGH(NL)	0 : 1	MISTIQUE	(A - 0.5)
LES FERDINAND	0 : 2	BATH(NL)	(A - 0.1)
DEFCON1 FC	0 : 0	WYCOMBE(NL)	(A - 0.9)
STOWMARKET(NL)	1 : 1	CLIFTON MIGHTY	(H - 1.3)
SHED END LIONS	2 : 0	COLWYN BAY(NL)	(H - 1.5)
THURROCK(NL)	0 : 0	SHROPSHIRE STAR	(H - 1.3)
BERMONDSEY BM	1 : 0	AFC HAYES(NL)	(A - 0.9)
DIDCOT TOWN(NL)	0 : 0	LADY PARK	(H - 0.9)
ALTRINCHAM(NL)	1 : 0	BREXIT CITIZENS	(H - 1.1)



## 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:-

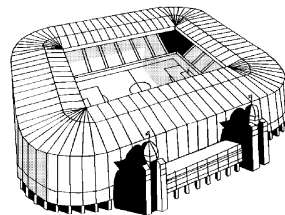
Each player has two factors. One is his skill level, the second is his experience quotient (which unless he is a fader, will go up each session. I.e., a player looks to you as if he is, say, a level 9, but hidden from you is his experience fraction, so he might be a level 9.2 or a level 9.8.

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 tor rise and reckon that he might well be 7 rather than six but you never know



# STATISTICS PAGE

## LEADING SCORERS

### DIVISION 1

1	YUPANQUI	PRIMROSE HILL	29
2	SCOREITSSON	CITY COLTS	25
3	BELONSEN	WESSEX RANGERS	13
4	ALEINIKOV	IB 2301	13
5	NISOS	REAL AYELL	13
6	ADDO-BOATANG	PRIMROSE HILL	12
7	SANDERS	IB 2301	12
8	KARJALAINEN	CITY COLTS	11

### DIVISION 2

1	PUCK	GLOBE TROTTERS	11
2	LILI	GLOBE TROTTERS	11
3	SHIBORI	SPORTING SPUDS	10
4	FLIPKENS	OLD STEINE FC	10
5	ANTONIO	GLOBE TROTTERS	10
6	BATLEY-SLAPPER	SPORTING SPUDS	9
7	SCUITTO	GLOBE TROTTERS	9
8	AMDRO	SPORTING SPUDS	8

### DIVISION 3

1	GIBBS	THE LEVELLERS	19
2	PARRIL SABING	THE LEVELLERS	14
3	COSTA	LADY PARK	10
4	OCALLAGHAN	THE LEVELLERS	10
5	ICE T	CLIFTON MIGHTY	10
6	BROCKLEHURST	CLIFTON MIGHTY	10
7	ZANTIS	DEFCON1 FC	10
8	EKEKE	THE LEVELLERS	9

### Consec. Home Defeats

Vipperood Bk	6 games
Sci Fi Elite	4 games
	4 games

### Since a Home Defeat

Globe Trotters	31 games
Defcon1 Fc	15 games
Primrose Hill	12 games
Real Ayell	11 games
The Levellers	9 games

## THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- SHANCHENG [3] (REAL AYELL) / OSWESTRY [1] (REQUIEM) /

### MANAGERIAL RATINGS - SPs

#### TOP

REAL AYELL - 0

GLOBE TROTTERS - 0

DEFCON1 FC - 2

#### BOTTOM

WESSEX RANGERS - 26

LEODIS - 26

FALLEN ANGELS - 26

### MANAGERIAL RATINGS - PHYSIO POINTS

#### TOP

OLD STEINE FC - 0

DAL RIADA - 1

LEODIS - 1

#### BOTTOM

PRIMROSE HILL - 26

FALLEN ANGELS - 26

REAL AYELL - 26

### MANAGERIAL RATINGS - CAPTAIN BONUS

#### TOP

REAL AYELL - 0

LEODIS - 0

PRIMROSE HILL - 0

#### BOTTOM

SPORTING SPUDS - 32

FRALKA - 32

VIPPEROOD BK - 35

# AUCTION PAGE

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

## 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

## 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 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!!**

## 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**

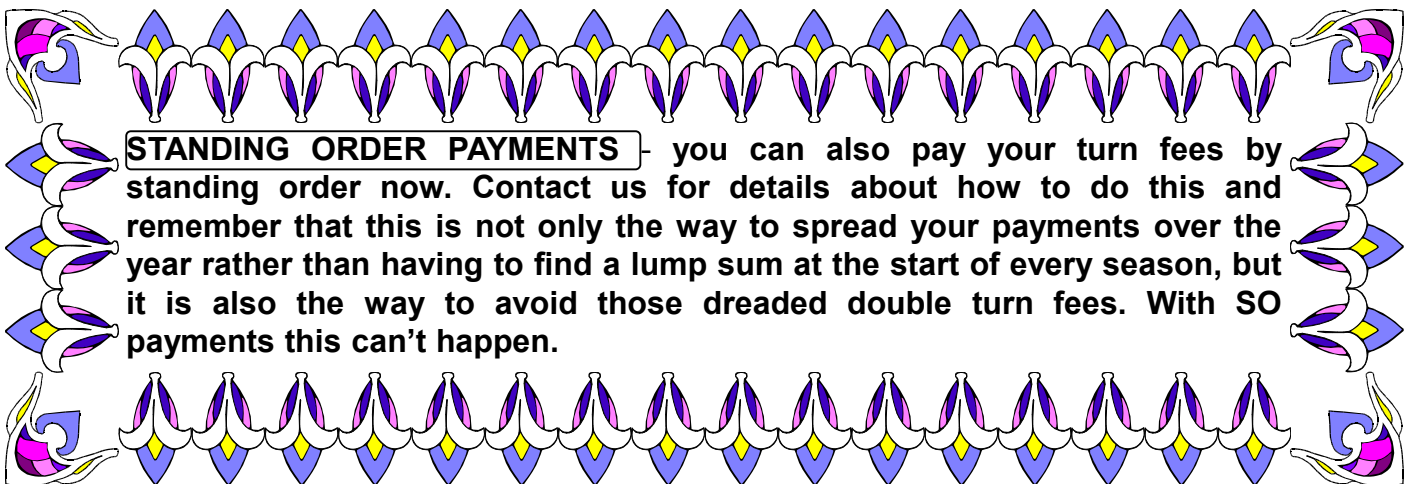
## CREDIT CARD PAYMENTS

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.

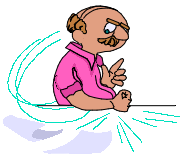
## THE KICKABOUT COMMUNITY

**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! Price for this is just £20

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



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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.