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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	18	6	4	0	27	8	5	2	1	19	10	28	39
2 GALACTIC STARS	18	5	1	3	22	16	5	2	2	15	8	13	33
3 SITH HAPPENS FC	18	3	4	2	12	7	5	3	1	15	3	17	31
4 GOBAITH FC	18	4	3	3	14	15	4	2	2	16	13	2	29
5 MANDALORE	18	6	0	3	20	14	2	3	4	17	20	3	27
6 JLR COMMANDOS	18	3	2	4	5	7	4	3	2	15	11	2	26
7 ETERNAL SPRINGS	18	3	3	2	13	8	2	4	4	6	15	-4	22
8 SMITHY ATHLETIC	18	1	7	1	18	13	3	2	4	18	19	4	21
9 CHERNOBYL	18	3	3	3	13	12	2	3	4	9	18	-8	21
10 RPG ROVERS	18	3	3	3	7	10	1	3	5	6	19	-16	18
11 STILE COMMON	18	1	5	2	7	9	1	5	4	3	9	-8	16
12 MOSEISLEY JAWAS	18	0	1	8	8	23	0	4	5	3	21	-33	5

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 PFC LUBOCRANETS	18	6	2	1	26	8	5	4	0	22	8	32	39
2 FULL THROTTLE FC	18	6	2	1	29	8	5	3	1	20	5	36	38
3 THE FORCE	18	5	1	2	26	9	4	5	1	12	5	24	33
4 HILL VALLEY	18	7	1	1	21	6	3	2	4	19	13	21	33
5 DYSTOPIA IV	18	5	3	1	26	2	4	2	3	10	10	24	32
6 ANDRASSY AVENUE	18	4	2	3	13	12	3	2	4	14	21	-6	25
7 HENLEY ROVERS	18	4	3	2	23	8	2	3	4	13	14	14	24
8 GALERIE BLEU FC	18	3	6	0	8	3	2	3	4	9	10	4	24
9 STAR COMMAND	18	5	1	4	11	17	0	1	7	4	25	-27	17
10 BRUTUS AWAKENS	18	1	4	4	6	17	2	1	6	4	20	-27	14
11 MEMORIAL PARK	18	2	2	4	2	18	0	4	6	2	26	-40	12
12 STARFIGHTER FC	18	0	3	7	1	22	0	0	8	1	35	-55	3

Han Shot still not confirmed as champs but got one hand on the trophy for sure.

Smitty & Chernobyl both eke out a point this session to increase the gap between them and the relegation zone to three points But still all tom play for at the bottom./

Dystopia run comes to an end this session and both **Hill Valley & The Force** go above them. One point covering three promotion hopefuls and really very little between them. Force though have three out of last four games at home so must be favourites to go up .

Star Command lead the way in the 36-1 battle, but who has done the most forward planning?

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Dempsey

Hope League - Session Thirteen

Season 3

Games & C T

RESULTS HOPE SESSION THIRTEEN

RESULTS ROUND-UP

TEMPERATURE: Warm

Week thirty-seven

DIVISION 1

MOSEISLEY JAWAS Berry 26,55 bkd - Mon calamari (33) Att 37126 Wind: Calm	2 : 3 JLR COMMANDOS (A - 0.1) Tromskar 19 Kramm 33 Jones 40 Pitch: Hard
SMITHY ATHLETIC Att 43800* Pitch: Hard	0 : 0 SITH HAPPENS FC (H - 0.1) Wind: Calm
GALACTIC STARS Ibsen 6(p) Atomika 50 bkd - Rd cranfield (2)/ Solo sutton (78)	2 : 0 RPG ROVERS (H - 0.3) Att 35500 Wind: Calm Pitch: Muddy *Derby Game*
HAN SHOT FIRST Att 47000* Pitch: Wet	0 : 0 MANDALORE (H - 1.1) Wind: Calm
GOBAITH FC Ynu 29,59 Lili 80 Pitch: Hard	3 : 0 ETERNAL SPRINGS (H - 0.7) Att 35545 Wind: Calm
CHERNOBYL Rozycki 90 Att 32085 Pitch: Hard	1 : 1 STILE COMMON (-) Kenobi butler 18 Wind: Calm

DIVISION 2

PFC LUBOCRANETS Butterov 2 Readowska 29 Giovinazzi 47 Mecruddov 77 bkd - Fingerlar (42)	4 : 0 ANDRASSY AVENUE (H - 0.1) Att 37599 Wind: Calm Pitch: Good
HENLEY ROVERS Peppard 43 Att 31209 Wind: Calm	1 : 2 FULL THROTTLE FC (A - 0.5) Istanbul 4 Marinescu 36 Pitch: Good
GALERIE BLEU FC Cezanne 41 Wind: Calm	1 : 0 DYSTOPIA IV (H - 0.3) Att 34596 Pitch: Good
STARFIGHTER FC Berry 62 Att 31333 Wind: Calm Pitch: Good	1 : 4 HILL VALLEY (A - 2.1) Mayor 20 Button 47,58 Jonny b goode 84
STAR COMMAND Att 35328 Wind: Calm	0 : 1 THE FORCE (A - 0.7) Athe 27 Pitch: Good
BRUTUS AWAKENS Shu mai 37 Jens solo 37 Pitch: Good	2 : 0 MEMORIAL PARK (H - 0.7) Att 34584 Wind: Light

Week thirty-eight

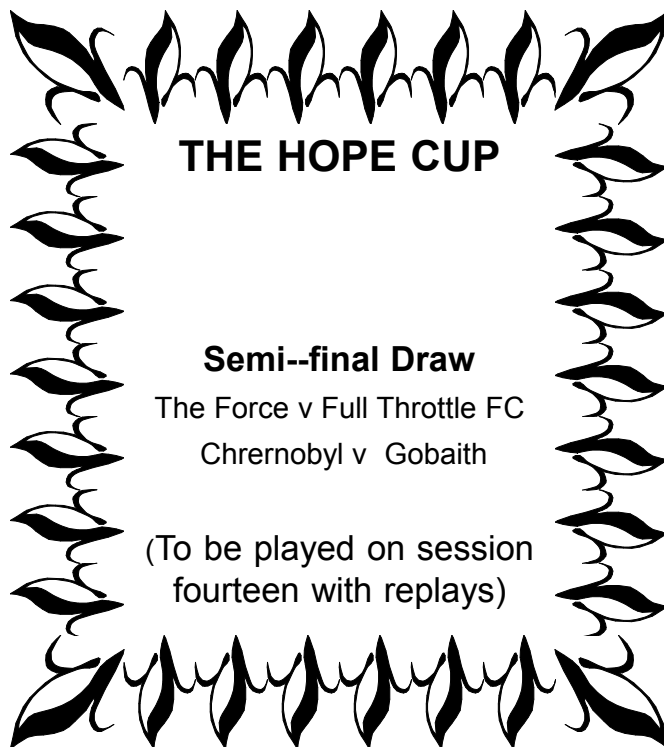
THE HOPE TROPHY

Semi-finals

THE FORCE bkd - Rogue (110) Wind: Calm	0 : 0 GALERIE BLEU FC (H - 0.5) [AET] Att 35992 Pitch: Wet
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GALERIE BLEU FC WIN PENALTY SHOOTOUT 4 - 3

DYSTOPIA IV bkd - Lynch (69) Att 34944 Wind: Calm *Derby Game*	0 : 1 HILL VALLEY (A - 0.1) Wallet guy 79 bkd - Button (22) Pitch: Good
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THE HOPE CUP

Semi-final Draw

The Force v Full Throttle FC
Chernobyl v Gobaith

(To be played on session
fourteen with replays)

Week thirty-nine

HOPE FRIENDLIES

STEVENAGE(NL)	6 : 1 DYSTOPIA IV	(H - 1.1)
FULL THROTTLE FC	6 : 0 RUNCORN(NL)	(H - 2.1)
HASTINGS UTD(NL)	3 : 0 GOBAITH FC	(H - 0.7)
CHERNOBYL	5 : 5 NORTHWICH(NL)	(H - 0.1)
WELLING(NL)	4 : 3 ANDRASSY AVENUE	(A - 1.1)
GALERIE BLEU FC	2 : 3 KETTERING(NL)	(H - 0.5)
STAFFORD(NL)	4 : 2 ETERNAL SPRINGS	(A - 0.3)
PFC LUBOCRANETS	5 : 2 SLOUGH(NL)	(H - 0.9)
BATH(NL)	4 : 1 HAN SHOT FIRST	(H - 0.1)
HILL VALLEY	5 : 2 WYCOMBE(NL)	(H - 0.1)
STOWMARKET(NL)	6 : 1 HENLEY ROVERS	(H - 3.9)
MEMORIAL PARK	1 : 2 COLWYN BAY(NL)	(A - 0.3)
THURROCK(NL)	5 : 1 MOSEISLEY JAWAS	(A - 0.3)
JLR COMMANDOS	0 : 4 AFC HAYES(NL)	(A - 0.9)
DIDCOT TOWN(NL)	1 : 3 MANDALORE	(A - 0.9)
RPG ROVERS	2 : 2 ALTRINCHAM(NL)	(A - 0.3)
WROXHAM(NL)	3 : 2 SMITHY ATHLETIC	(A - 0.5)
DROYLSDEN(NL)	3 : 4 SITH HAPPENS FC	(A - 0.5)
STILE COMMON	3 : 3 OXFORD CITY(NL)	(A - 1.9)

WEATHER FORECAST

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

STATS AND WHATS

LEADING SCORERS

<u>DIVISION 1</u>			
1	DAHL	HAN SHOT FIRST	21
2	ROBA FETT	SITH HAPPENS FC	11
3	BABY YODA	MANDALORE	11
4	YNU	GOBAITH FC	10
5	HAAVELMO	CHERNOBYL	9
6	DAVE SMITH	SMITHY ATHLETIC	9
7	IAM MIGHTY	MANDALORE	9
8	LILI	GOBAITH FC	8

<u>DIVISION 2</u>			
1	TUSKEN	FULL THROTTLE FC	16
2	JOHN SMITH	FULL THROTTLE FC	15
3	CHEMICAL WATSE	DYSTOPIA IV	14
4	BUTTON	HILL VALLEY	14
5	MCCRUDDOV	PFC LUBOCRANETS	13
6	PASCAL	THE FORCE	12
7	MARV BERRY	HILL VALLEY	11
8	LAZULI	ANDRASSY AVENUE	10

Consec. Defeats

Starfighter Fc	8 games
Moseisley Jawas	4 games

Since A Defeat

Han Shot First	17 games
Stile Common	17 games
Andrassy Avenue	10 games
Full Throttle Fc	6 games
Mandalore	4 games
Jlr Commandos	3 games

Since A Win

Moseisley Jawas	19 games
Starfighter Fc	18 games
Memorial Park	10 games
Smithy Athletic	9 games
Chernobyl	7 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- LYNCH [1] (DYSTOPIA IV) /

PRIVATE DEALS

FULL THROTTLE FC sold HAMILTON (22-12 GK[r]) to MOSEISLEY JAWAS for 625K

STARFIGHTER FC sold GUNSTAR (18-12 DF) {SBY} to HENLEY ROVERS for 1400K

All deals completed successfully!

MANAGERIAL RATINGS - CAPTAIN BONUS

TOP

SMITHY ATHLETIC - 0

SITH HAPPENS FC - 0

THE FORCE - 2

BOTTOM

RPG ROVERS - 18

MEMORIAL PARK - 22

CHERNOBYL - 22

MANAGERIAL RATINGS

DIVISION 1

Ian Cranfield - Jlr Commandos - 1

Chris Ballantyn - Han Shot First - 5

Paul Butler - Galerie Bleu Fc - 6

DIVISION 2

Morten Jensen - The Force - 2

Neil Barrett - Hill Valley - 3

Craig Lawton - Full Throttle Fc - 4

AUCTION PAGE

AUCTION RESULTS SESSION THIRTEEN

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) GK	17-1	REJEWSKI	(CHERNOBYL)	42K	2	1K
2) DF	20-7	LANDOASKI	(BRUTUS AWAKENS)	88K	3	45K
3) DF	19-10	LAPP	(GOBAITH FC)	453K	5	378K
4) MF	18-3	SIERPINSKI	(CHERNOBYL)	59K	2	7K
5) FW	23-7	NOT SOLD. TIED BIDS.				
7) UT	23-7	ZORAWSKI	(CHERNOBYL)	83K	2	31K
8) YOUTH TRAINER			(BRUTUS AWAKENS)	68K	1	0K
9) WG	20-12	GENI	(STILE COMMON)	416K	3	283K
10) FWS	28-12	ROB LEWANDOWSKI	(SITH HAPPENS FC)	1234K	3	444K

All players not shown were unsold.

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

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!!

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 dinsoars 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

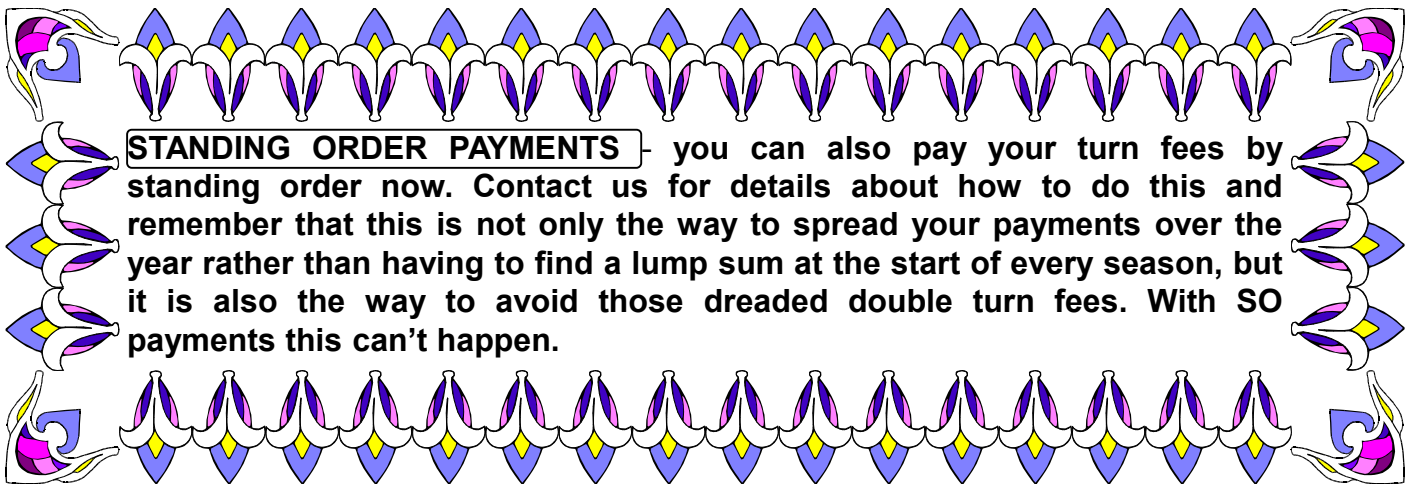
CREDIT CARD PAYMENTS

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.

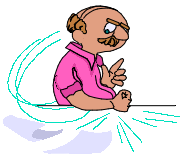
THE KICKABOUT COMMUNITY

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 weeknd are tentavley 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.
