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KICKABOUT ONLINE

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THE HOPE LEAGUE

THE ROLE OF HONOUR

DIVISION ONE

Winner - Han Shot First

Runner-up - Sith Happens FC

3rd Place - Galactic Stars

DIVISION TWO

Winner - PFC Lubocranets

Runner-up - Full Throttle FC

3rd Place - The Force

THE HOPE CUP

Winner - Chernobyl

Runner-up - The Force

THE HOPE LEAGUE CUP

Winner - The Force

Runner-up - Sith Happens

THE HOPE TROPHY

Winner - Hill Valley

Runner-up - Galerie Bleu FC

MANAGER OF THE YEAR AWARD

goes to manager BALLANTYNE of
Han Shot First

MOST IMPROVED TEAM AWARD

goes to PFC Lubocranets

PERFORMANCE OF THE YEAR AWARD

goes to CHERNOBYL for their Cup
victory

THE GMS AWARD

goes to The Force, what a great
season

THE FAIR PLAY AWARD

goes to HILLVAEEY just 4 DPPS to
their name

PUNDIT PRATTLE

Last season in the top flight was interesting in that what looked to be a close battle really turned into a walkover as **Han Shot** ploughed on while everybody else gradually dropped away.

Can't see that happening this time though. Watch out for promoted **PFC** making a ready mark while I would think that **Galactic Stars** will be in the mix this time and perhaps do better than third place last season. **Han Shot** will be up there again for sure.

Relegation prospects, well two teams in **Eternal Springs** & the unwieldy squad down at **Sith Happens**. However nobody is that bad and anything could happen.

In the second well not much to choose from between relegated **Moseisley**, **Andrassy** and **Dystopia**. All should have good seasons though the Sutton men have cash to burn.

Strugglers, well **Starfighter** will need to spend their warchest wisely while **Brutus Awakens** look to be the weakest of the 36-1 teams at pres.

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Hope League - Start-up
Season 4

THE ROLE OF HONOUR

DIVISION ONE

SEASON ONE Winner - Sith Happens FC	Runner-up - Mandalore	3rd Place - Moseisley Stars
SEASON TWO Winner - Sith Happens FC - 38	Runner-up - Han Shot First - 37	3rd Place - Mandalore - 36
SEASON THREE Winner - Han Shot First - 49 STars - 39	Runner-up - Sith Happens FC - 39	3rd Place - Galactic

DIVISION TWO

SEASON ONE Winner - JLR Commandos	Runner-up - Han Shot First	3rd Place - Gobiath FC
SEASON TWO Winner - Smithy Athletic - 40	Runner-up - Chernobyl - 29	3rd place - Stile Common - 24
SEASON THREE Winner - PFC Lubocranets - 49	Runner-up - Full Throttle Fc - 48	3rd Place - The Force - 40

THE HOPE CUP

SEASON ONE Winner - Gobiath FC	Runner-up - Han Shot First	
SEASON TWO Winner - Mandalore	Runner-up - Smithy Athletic -	4-1
SEASON THREE Winner - Chernobyl	Runner-up - The Force -	3-0

THE HOPE LEAGUE CUP

SEASON ONE Winner - Sith Happens	Runner-up - Mandalore	
SEASON TWO Winner - Sith Happens FC	Runner-up - Galactic Stars -	1-0
SEASON THREE Winner - The Force	Runner-up - Sith Happens FC -	2-2

THE HOPE TROPHY

SEASON ONE Winner - Galerei Bleu FC	Runner-up Mandalore	
SEASON TWO Winner - Chernobyl	Runners-up - Gobaith FC -	5-1
SEASON THREE Winner - Hill Valley	Runner-up - Galerie Blue FC -	3-1

TOP GOALSCORERS

DIVISION ONE - Sarlacc - Mandalore - 22

DIVISION TWO - Smith - Chernobyl - 16

SEASON THREE - Division One - DAHL - HAN SHOT FIRST - 22 DIVISION TWO - JOHN SMITH - FULL THROTTLE FC - 18



LEAGUE CUP GROUPS

A

- 1) Eternal Sprinsg
- 2) Chernobyl
- 3) Full Throtle FC
- 4) Henley Rovers

LEAGUE CUP GROUPS

B

- 1) JLR Commadoes
- 2) RPG Rovers
- 3) PFC Lubocranets
- 4) Starfighter FC

LEAGUE CUP GROUPS

C

- 1) Han Shot Firts
- 2) Smithy Athletic
- 3) Hill Valley
- 4) Memorial Parrk

LEAGUE CUP GROUPS

D

- 1) Star Command
- 2) Dystopia VI
- 3) The Force
- 4) Moisisely Jawas

LEAGUE CUP GROUPS

E

- 1) Gobaith FC
- 2) Andrassy Avenue
- 3) Galerie Bleu
- 4) Brutis Awakens

LEAGUE CUP GROUPS

F

- 1) Stile Common
 - 2) Galactic Stars
 - 3) Sith Happens
 - 4) Mandalore
-

SCHEDULE

SESS 2 - 1 v 2 / 3 v 4

SESS 3 - 4 v 1 / 2 v 3

SESS 5 - 4 v 2 / 3 v 1

Group Winners qualify
four best losers play off in S6 for last
two quarter-final places

AUCTION PAGE

NO	POS	AGE/SK	CAT	TYPE	COMMENTS
1)	SW	18-2	P	FUT	[BW75/CR75]
2)	DF/A	24-8	PS	-	FAST RISER (30DPP)
3)	DF	20-8	S	-	
4)	DF	29-12	S	STAR	[BW50/CR50] (60 Capt levels)Poor marker/FADER
5)	MF	18-0	PS	SBY	(Qual 7.5)
6)	MF/A/D	25-4	P	-	[BW80/80] (wages 6K for 32 sessions)
7)	FW	19-10	S	-	[BW82/CR62]FADER
8)	UT	36-12	PS	-	fast fader (60 Capt games) *
9)	WG	18-12	P	APP	fast riser [CR90]
10)	SUPER PHYSIO				

(All these players are of Swedish NAT and must be named accordingly)

*Ex world cup winner who will bring an extra 2000 fans WITH 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!!

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.

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

KICKABOUT MUSINGS & MEANDERINGS

It seems that even old stagers of the game still can't work out what order games are to be played in. SO emblazon the following on your minds please

ORDER OF MATCHES IS

LEAGUE GAME ONE

LEAGUE GAME TWO (which is where any re-arranged matches should go)

ALL CUP GAMES (including Cup/Bowl/ Trophy where the latter is always last if you have a Bowl or cup game as well)

LEAGUE CUP GAMES

EURO GAMES

FRIENDLIES

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

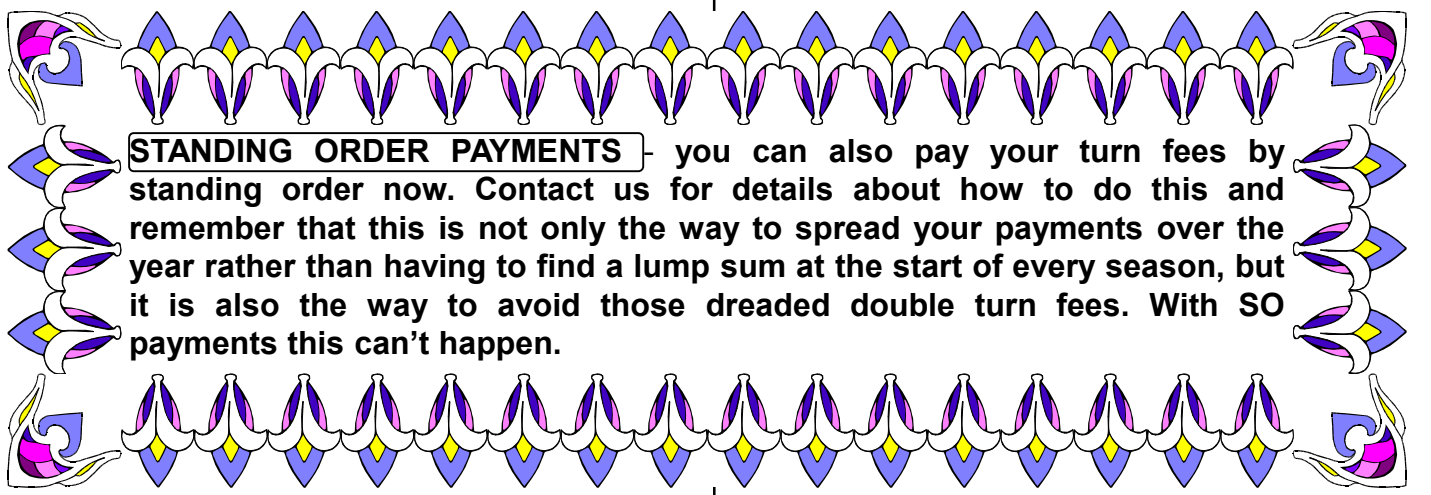
CREDIT CARD PAYMENTS

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.



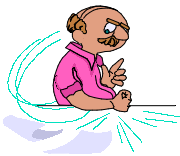
THE KICKABOUT COMMUNITY

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. 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.

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>

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 1st 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 page three for fixture schedule

The four group runners-up with the best records will play off on session six for two places in quarters

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

Semi-finals are on S13

fFinal is on S15 with no replay