

13 Azalea Drive, Swanley, Kent, BR8 8HX
kickdist@gmail.com

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 THE FORCE	21	10	1	0	25	4	4	5	1	16	7	30	48
2 HAN SHOT FIRST	21	5	5	0	19	0	8	2	1	40	14	45	46
3 FULL THROTTLE FC	21	6	4	1	17	5	6	2	2	30	13	29	42
4 SITH HAPPENS FC	21	6	3	1	22	11	4	4	3	17	8	20	37
5 GALACTIC STARS	21	5	3	2	24	18	4	4	3	19	11	14	34
6 ETERNAL SPRINGS	21	4	3	4	21	23	5	2	3	16	11	3	32
7 PFC LUBOCRANETS	21	4	4	2	19	14	3	3	5	14	20	-1	28
8 MANDALORE	21	2	1	7	20	36	3	3	5	35	35	-16	19
9 GOBAITH FC	21	4	1	6	20	23	1	2	7	8	28	-23	18
10 SMITHY ATHLETIC	21	2	2	7	8	33	2	3	5	12	28	-41	17
11 STILE COMMON	21	1	5	4	9	23	1	3	7	4	15	-25	14
12 JLR COMMANDOS	21	1	2	8	12	25	1	1	8	4	26	-35	9

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 CHERNOBYL	21	9	1	1	22	10	6	2	2	16	6	22	48
2 HENLEY ROVERS	21	7	4	0	22	4	6	1	3	24	14	28	44
3 ANDRASSY AVENUE	21	8	3	0	32	9	5	2	3	15	12	26	44
4 DYSTOPIA IV	21	7	3	1	27	10	4	2	4	20	14	23	38
5 GALERIE BLEU FC	21	4	3	3	9	9	4	2	5	19	18	1	29
6 MOSEISLEY JAWAS	21	8	0	3	21	18	1	1	8	16	33	-14	28
7 HILL VALLEY	21	4	2	4	22	16	3	3	5	22	20	8	26
8 MEMORIAL PARK	21	4	2	4	18	9	1	7	3	6	9	6	24
9 BRUTUS AWAKENS	21	5	0	5	24	20	2	2	7	13	20	-3	23
10 RPG ROVERS	21	4	1	5	10	16	3	1	7	6	11	-11	23
11 STAR COMMAND	21	3	6	2	9	6	0	3	7	2	13	-8	18
12 STARFIGHTER FC	21	2	1	7	7	38	0	0	11	6	53	-78	7

Disaster day for manager BALLANTYNE and his **Han Shot** crew as they fire blanks and are unable to win either of their league games this session. **the Force** continue to surge onwards and hit the top at just the right time. One game to go and still not decide. To make sure Morties hotshots HAVE to win their last game - away to **Sith Happens**. because of their inferior goal difference - to assure themselves of the championship. A draw will be no good if **Han** win their last home game as seems likely. What a finish indeed.

Surprise win for **Smithy** against **Sith** allows them to close up on **Gobaith**. Both are away on the final day of the season and might be a case of who wants to stay up the most?

Second division title goes to **Chernobyl**. Two wins while their rivals fall well short win them the tie with a match to go. Add to this the trophy as well and has been a good season for Gerard me'lad. Can he survive in the top flight though, that is the question?

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Hope League - Session Fifteen

Season 4

RESULTS HOPE SESSION FIFTEEN

GERALDO IS THE MAN

RESULTS ROUND-UP

TEMPERATURE: Hot

Week forty-three

DIVISION 1

THE FORCE Rogue 5 Craig o'moaner 64 Pitch: Good	2 : 0 GOBAITH FC (H - 1.1) Att 37727* Wind: Calm
GALACTIC STARS Yoda armstrong 70 Att 35500* Pitch: Good	1 : 1 PFC LUBOCRANETS (A - 0.7) Ystad 84 Wind: Calm
SITH HAPPENS FC bkd - Guri (68)/ Rickford (51) off - Guri (83)/ Rickford (90) Wind: Calm *Derby Game*	0 : 3 SMITHY ATHLETIC (H - 0.1) Zlatan smith 26 Boris smith 35 Morten smith 58 Att 43000* Pitch: Hard
FULL THROTTLE FC Pavel 9 Tusken 28 Kebab 52	3 : 0 JLR COMMANDOS (H - 1.7) Att 41230* Wind: Calm Pitch: Hard
HAN SHOT FIRST Att 53000* Pitch: Hard	0 : 0 MANDALORE (H - 0.9) Wind: Calm
STILE COMMON Att 27861 Wind: Light Pitch: Hard	0 : 5 ETERNAL SPRINGS (A - 1.5) Lopi 41 Promise 48 Hansse 51,67 Almanac 56

DIVISION 2

CHERNOBYL Levytsky 45 bkd - Johnson (53) Pitch: Hard	1 : 0 STAR COMMAND (H - 1.1) Att 35857 Wind: Light
GALERIE BLEU FC Putino 37 Wind: Calm	1 : 0 BRUTUS AWAKENS (H - 0.1) Att 32191 Pitch: Good
RPG ROVERS Xcom 24(p) bkd - Withcer (62) Att 30855 Wind: Calm *Derby Game*	1 : 0 HENLEY ROVERS (A - 0.5) bkd - Gunstar (38) Inj - Makin (5)/ Hill (2) Pitch: Hard
DYSTOPIA IV Fallout 46 Wind: Light	1 : 0 ANDRASSY AVENUE (H - 0.3) Att 27498 Pitch: Wet
STARFIGHTER FC Att 25249 Wind: Calm Pitch: Wet	0 : 8 HILL VALLEY (A - 1.5) Mad dog 1 Mr sandman 12,73,73 Marv berry 15,23 Mcfly 25 Wallet guy 46
MEMORIAL PARK Dogpoo 59,60,72(p) Pryce 86 Att 29253 Pitch: Wet	4 : 2 MOSEISLEY JAWAS (A - 0.3) Ackbar 14 Sarlace 33 Wind: Calm

Week forty-four

DIVISION 1

ETERNAL SPRINGS Nevaending 27,85 Almanac 67 Want 81 bkd - Almanac (53) Wind: Calm *Derby Game*	4 : 3 MANDALORE (A - 0.1) Jens solo 8 Seamy mcyoada 42 Nam beroya 68 Att 35807* Pitch: Hard
THE FORCE Rogue 90 Wind: Calm	1 : 0 SITH HAPPENS FC (H - 1.5) Att 37727* Pitch: Hard
JLR COMMANDOS Att 53500 Wind: Calm Pitch: Good	0 : 0 STILE COMMON (H - 0.3) bkd - Greedo (18)/ Godoo akea (57) *Derby Game*
SMITHY ATHLETIC Att 34739 Wind: Calm Pitch: Hard	0 : 6 GALACTIC STARS (A - 5.3) Schumacher 6 Yoda armstrong 17,79 Ibsen 18 Fairmile 64 Yoda larsson 81
GOBAITH FC Cwm 62 Att 34503 Pitch: Hard	1 : 1 FULL THROTTLE FC (A - 0.9) Lundgren 19 Wind: Calm
PFC LUBOCRANETS Wookiesky 8 Supracondylar 34 Att 47000* Pitch: Hard	2 : 2 HAN SHOT FIRST (A - 0.7) Djarin 13 Han solo 31 Wind: Calm

DIVISION 2

MOSEISLEY JAWAS Ackbar 3,41 Berry 85 Att 29466 Pitch: Hard	3 : 2 HILL VALLEY (A - 0.3) Doc 46 Mr sandman 73 Wind: Calm
CHERNOBYL Johnson 3 Wind: Calm	1 : 0 RPG ROVERS (H - 0.7) Att 34642 Pitch: Hard
ANDRASSY AVENUE Lazuli 3 Att 28219 Pitch: Hard	1 : 1 MEMORIAL PARK (H - 0.9) Boethius 11(og) Wind: Light
HENLEY ROVERS Hart 12 Olsson 55 Pitch: Hard	2 : 0 GALERIE BLEU FC (H - 1.5) Att 30359 Wind: Calm
STAR COMMAND Ewok steadman 30 Att 28226 Pitch: Hard	1 : 1 DYSTOPIA IV (A - 0.1) Bao dur 27 Wind: Light
BRUTUS AWAKENS Lewandyodaski 1,9,30 Delta 25,35,40 Darth moll 68 Villeneuve 75 Wind: Calm	8 : 3 STARFIGHTER FC (H - 0.5) Ketsuonyo 9 Super dan smith 10 Williams 30 Att 27098 Pitch: Hard



Week forty-five

THE HOPE CUP

Semi-final repla

PFC LUBOCRANETS	1 : 0	FULL THROTTLE FC	(A - 0.3)
Mbamnamba 69		Att 47000	
Inj - Lubi loub lewis (1)		Wind: Light	
Pitch: Hard		*Derby Game*	
MOSEISLEY JAWAS	3 : 6	CHERNOBYL	(A - 1.1)
Sarlace 17		Babbage 16	
Bith 38		Rob lewandowski 19	
Greedo 57		Bearadi 24	
Att 35115		Marchenko 50	
Wind: Calm		Levytsky 53	
Pitch: Good		Johnson 90	
		bkd - Lovelace (17)	

HOPE FRIENDLIES

WOKING(NL)	4 : 0	ANDRASSY AVENUE	(-)
ETERNAL SPRINGS	6 : 1	CARSHALTON(NL)	(H - 2.1)
SOUTHPORT(NL)	1 : 2	GALERIE BLEU FC	(A - 0.9)
ALFRETON TOWN(NL)	1 : 0	GOBAITH FC	(H - 1.3)
HAN SHOT FIRST	5 : 1	HEDNESFORD (NL)	(H - 1.9)
SUTTON UTD(NL)	3 : 1	MEMORIAL PARK	(A - 0.5)
HILL VALLEY	3 : 1	WEYMOUTH(NL)	(H - 1.3)
MARGATE(NL)	3 : 1	STILE COMMON	(H - 0.5)
THE FORCE	4 : 0	STEVENAGE(NL)	(A - 0.1)
RUNCORN(NL)	3 : 3	BRUTUS AWAKENS	(A - 1.1)

WEATHER FORECAST

Temperature next session: Hot

Predicted wind speed next session: Calm



THIS MAN JUST LIVES FOR TITLES

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	GENI	HAN SHOT FIRST	19
2	TUSKEN	FULL THROTTLE FC	17
3	AHSOKA TANO	MANDALORE	17
4	JONNY B GOODE	HAN SHOT FIRST	15
5	ROGUE	THE FORCE	15
6	MUTATION	THE FORCE	14
7	DAHL	HAN SHOT FIRST	13
8	RICKFORD	SITH HAPPENS FC	13

DIVISION 2

1	ROB LEWANDOWSKICH	CHERNOBYL	15
2	MR SANDMAN	HILL VALLEY	15
3	HILL	HENLEY ROVERS	13
4	LEWANDYODASKI	BRUTUS AWAKENS	12
5	HART	HENLEY ROVERS	12
6	BEARADI	CHERNOBYL	12
7	LEVYTSKY	CHERNOBYL	11
8	FRANTZEN	HENLEY ROVERS	10

Consec. Home Wins

The Force	4 games
Chernobyl	4 games
Henley Rovers	4 games
Dystopia Iv	4 games
Brutus Awakens	3 games

Since A Home Win

Smithy Athletic	9 games
Mandalore	4 games
Starfighter Fc	4 games
Star Command	4 games
Jlr Commandos	3 games
Stile Common	3 games

Since An Away Win

Starfighter Fc	23 games
Star Command	10 games
Moseisley Jawas	9 games
Memorial Park	9 games
Stile Common	8 games
Pfc Lubocranets	4 games
Jlr Commandos	3 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- GURI [1] (SITH HAPPENS FC) / RICKFORD [3] (SITH HAPPENS FC) / JOHNSON [3] (CHERNOBYL) /

MANAGERIAL RATINGS - WAGES PER LEVEL

TOP

BRUTUS AWAKENS - 0

CHERNOBYL - 4

DYSTOPIA IV - 8

BOTTOM

THE FORCE - 84

RPG ROVERS - 88

GALACTIC STARS - 92

MANAGERIAL RATINGS - CASH

TOP

STILE COMMON - 0

STARFIGHTER FC - 3

HILL VALLEY - 6

BOTTOM

HAN SHOT FIRST - 63

ANDRASSY AVENUE - 66

RPG ROVERS - 69

MANAGERIAL RATINGS - DPS

TOP

GALACTIC STARS - 0

GOBAITH FC - 3

HILL VALLEY - 6

BOTTOM

MANDALORE - 63

DYSTOPIA IV - 66

SITH HAPPENS FC - 69

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

PFC LUBOCRANETS - 0

HENLEY ROVERS - 3

DYSTOPIA IV - 6

BOTTOM

SMITHY ATHLETIC - 63

STAR COMMAND - 66

STARFIGHTER FC - 66

AUCTION PAGE

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.

IE NOW

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

AUCTION NOTES

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!

NOTE

THIS

WELL

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!!

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

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

KA MUSINGS & MEANDERINGS

Perhaps time to revisit the much under-used Sweeper position. It became apparent when the estimable BAK-DOR-ROB appeared in every international squad even though only a level seven. Obviously not enough people have sweepers. Ok they are expensive to train but don't forget they have a dual purpose at the back. Not only do they add their levels to defence in most circumstances but any shots given away are tested on them before they reach your keeper.

In some respects they cut down your defensive tactics and formations but this along with the fact that they are the only player who can help to nullify a FWT/WG-DFA combo, easing some of the burden that this combo puts on your defenders. Without a SW this combo can cause havoc.

So don't forget the sweeper he might win matches for you played in the right manner.



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

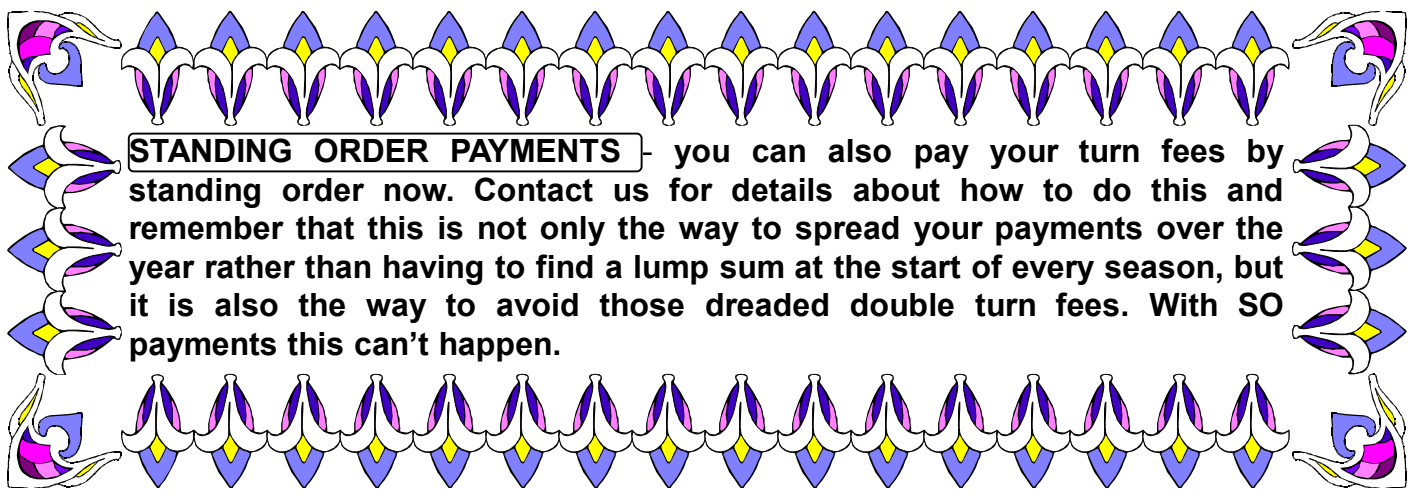
CREDIT CARD PAYMENTS

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.

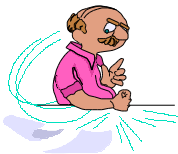
THE KICKABOUT COMMUNITY

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.

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

Defo in are Steve Thompson, Nail Barrett, Chris Moore, Neil Humphries, Graeme Mille & Richard Pickup

Maybees are Andy Baker, Paul Butler, Dave Craven, & Seamus ,(ALL PAID from last cancelled weekend)

I emailed all of these maybees in the weke but these have not rplied will give you all a week to reply then delete you all

Jens the Jensen, Geraldo & Paul Sutton say they are coming along

AND MORE

Further weeknd are tentavley planned
GLASGOW 2022

Craig lawton is the first take here

ODENSE MAY 2023

Geraldo, Jens Baby, Hopless Seam, Colly & Morten say they are coming to Glasgow

Dave Hargraves says he and his son are coming to Odense as are Geraldo, Jens & Seamus



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 front page for fixture schedule

The six group winners will qualify, while the four runners-up with the best records will play off on a neutral ground for the final two places

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

New 2014 version now available at

<http://git.invisibles.org/cgi-bin/cgit.cgi/markinfo-vb6.git/plain/markinfo.exe>



MANAGERS NEEDED

We still have some teams that require a manager to pilot them towards glory.

So SPECIAL OFFER. name a league and we will send you a team. Once you have looked at it then tell us how much credit you think is needed to make it right. Then we will negotiate the actual amount.

Can't say better than that can we?

PLEASE NOTE THAT UNLESS YOU SUBSCRIBE TO TEAMPICK/SHOMATCH THEN YOUR TEAMSHEETS WILL ALWAYS BE SENT OUT BY POST. EMAIL TURNS ARE ONLY SENT TO TEAMPICK/ SHOMATCH SUBSCRIBERS

PLEASE NOTE

You will all notice a new stat on your turnsheets. In the space where BW/CR stats are listed there will be a X% number against all goalkeepers. This will rate your GK on his shot-saving ability and will be cumulative.

Two points to note. It does not include penalties and own goals, but does include friendlies. And before shouting that it is wrong, remember that all shots against you are tested against the sweeper for blocking them before the GK.

I have some ideas about how to use this stat in the future so watch this space
