

KICKABOUT ONLINE

07470132611

THE MESSI LEAGUE

MESSI LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 NEWSOME FC	3	2	0	0	16	2	1	0	0	3	1	16	9
2 PRIMROSE HILL	3	2	0	0	10	1	1	0	0	5	0	14	9
3 MISTIQUE	3	1	0	0	3	0	1	0	1	5	6	2	6
4 REQUIEM	3	2	0	0	4	0	0	0	1	1	3	2	6
5 GLOBE TROTTERS	3	1	1	0	5	1	0	1	0	0	0	4	5
6 VIPPEROED BK	3	1	1	0	5	2	0	0	1	0	3	0	4
7 LES FERDINAND	3	1	0	1	5	4	0	0	1	0	3	-2	3
8 HAVERING TOWN	3	1	0	0	3	1	0	0	2	1	17	-14	3
9 REAL AYELL	3	0	1	0	0	0	0	1	1	1	2	-1	2
10 SPORTING SPUDS	3	0	1	0	0	0	0	1	1	1	4	-3	2
11 DEFCON1 FC	3	0	0	1	0	5	0	1	1	1	4	-8	1
12 FRALKA	3	0	0	1	2	4	0	0	2	2	10	-10	0

MESSI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 CLIFTON MIGHTY	3	2	0	0	7	2	1	0	0	7	4	8	9
2 THE LEVELLERS	3	1	0	0	3	0	2	0	0	6	1	8	9
3 TECHNO TERRIERS	3	2	0	0	4	0	0	1	0	1	1	4	7
4 CITY COLTS	3	1	1	0	5	2	0	1	0	0	0	3	5
5 WESSEX RANGERS	3	1	1	0	1	0	0	1	0	0	0	1	5
6 DYNAMO TEST	3	1	0	0	2	0	0	1	1	1	3	0	4
7 WELSH WIZARDS	3	1	0	1	1	1	0	0	1	0	3	-3	3
8 JERSEY BOYS	3	0	0	1	4	7	1	0	1	1	2	-4	3
9 RADFORD SEMELE	3	0	1	0	0	0	0	1	1	0	1	-1	2
10 DAL RIADA	3	0	1	0	1	1	0	0	2	1	4	-3	1
11 THE GREEKS	3	0	1	1	1	4	0	0	1	0	2	-5	1
12 BRECON WARRIORS	3	0	0	1	0	2	0	0	2	2	8	-8	0

MESSI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 SHROPSHIRE STAR	3	2	0	0	10	0	1	0	0	2	0	12	9
2 BERMONDSEY BM	3	2	0	0	2	0	1	0	0	1	0	3	9
3 SCI FI ELITE	3	1	0	0	4	2	1	1	0	1	0	3	7
4 FALLEN ANGELS	3	2	0	0	8	0	0	0	1	2	7	3	6
5 IB 2301	3	1	0	0	5	1	1	0	1	1	3	2	6
6 LEODIS	3	0	0	1	0	2	1	1	0	3	1	0	4
7 OLD STEINE FC	3	0	0	1	0	1	1	0	1	2	2	-1	3
8 PARK END BLUES	3	1	0	0	7	2	0	0	2	0	8	-3	3
9 BRECON RANGERS	3	0	1	1	0	1	0	0	1	0	1	-2	1
10 LADY PARK	3	0	1	1	0	1	0	0	1	2	4	-3	1
11 HOTH WAMPAS	3	0	1	1	1	2	0	0	1	1	5	-5	1
12 UTOPIA	3	0	0	1	1	3	0	1	1	0	7	-9	1

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Messi League - Session Two
Season 30

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ROUND-UP TIME

Newsome hit **Havering** for a tenner to take over at the top on goal difference, **Dag** sounding out a warning to the rest I think.

Good session for those near the bottom this time **Globes**, **Vippy & Les** all recording victories to move upwards.

Top three in third all win, they are setting the pace and you haver to ask whether the promotion places are already set in concrete, though am sure mashman and Huggo might dispute that with a long, long way to go.

IB have to give best in the battle of 100% teams in the third as leaders **Shropshire Stars** see them off. Only **Bermondsey** manage to keep p[ace this session

SEMELE GOAL DESERT

RESULTS ROUND-UP

TEMPERATURE: Hot

Week four

DIVISION 1

REQUIEM Otley 48(og) Wind: Brisk	1 : 0 REAL AYELL (H - 1.9) Att 33246 Pitch: Hard
LES FERDINAND Efes-luvvly 27 Turing 47 Dunne 55(p) Guppi 76 bkd - Dunne (14)/ Slobiker (7) *Derby Game*	4 : 1 DEFCON1 FC (A - 1.3) Sergeant fury 52 bkd - Klint (3)/ Sergeant fury (51) Att 35556 Wind: Brisk Pitch: Hard
GLOBE TROTTERS Shadow 37,40 Rebeck 39,50 Pitch: Hard	4 : 0 FRALKA (H - 1.9) Att 38567 Wind: Light
PRIMROSE HILL Staropramen 16(p),58 Winggreco 80 Wind: Brisk	3 : 0 SPORTING SPUDS (H - 0.3) bkd - Borscht (72) Att 49301 Pitch: Hard
NEWSOME FC Ankara 8,64 Tenby 22,30 Nordlys 34 Rushki killer 39 Burguesa 56 Day 62,76 Falstaff 67	10 : 0 HAVERING TOWN (H - 3.7) Att 29468 Wind: Brisk Pitch: Hard
VIPPEROED BK Kildehusene 25 Grevinge 41 Golcar 52 Bredetved 82	4 : 1 MISTIQUE (H - 1.5) Adnaan 74 Att 32668 Wind: Gale Pitch: Good

DIVISION 2

CITY COLTS Dettori 11,48 Shergar 71 Seamuscu 87 bkd - Soidintie (74) Pitch: Hard	4 : 1 BRECON WARRIORS (H - 1.7) Accord 68 bkd - Accord (78) Att 44832 Wind: Brisk *Derby Game*
THE GREEKS Kossovski 36 Att 29083 Wind: Brisk Pitch: Hard	1 : 4 THE LEVELLERS (A - 1.3) Jefferies 8 Lincoln 23 Mcneill 54 Singh 58
CLIFTON MIGHTY Marcelascu 28,40 Peter murray 31 Att 33912 Wind: Brisk *Derby Game*	3 : 1 DAL RIADA (H - 0.3) Kp hasselback 53 bkd - Levi (89)/ Heywood (87) Pitch: Hard
WELSH WIZARDS Att 29168 Wind: Brisk	0 : 1 JERSEY BOYS (H - 0.1) Gerhard 10 Pitch: Hard
WESSEX RANGERS bkd - Slim s soussi (42)/ Sensi (50)/ Maincrob (81)/ Curt (33)	0 : 0 RADFORD SEMELE (H - 0.5) Att 38000 Wind: Brisk Pitch: Good *Derby Game*
TECHNO TERRIERS Domen 54 Cretas 77 Pitch: Hard	2 : 0 DYNAMO TEST (A - 0.1) Att 28730 Wind: Brisk

DIVISION 3

FALLEN ANGELS Polanski 22 Refrigerator 52 Negrute 52,53,87 Geriasse 74 Calin 84	7 : 0 UTOPIA (H - 1.3) bkd - Coast (23)/ Richmond (75) Att 19200 Wind: Gale Pitch: Wet
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LADY PARK Att 24234* Pitch: Hard	0 : 0 LEODIS Wind: Brisk	(H - 0.5)	Att 28499 Pitch: Hard	Wind: Brisk	
HOTH WAMPAS Constantine 14 Att 26086 Wind: Light Pitch: Hard	1 : 2 OLD STEINE FC Petrovsky 54 Buratino 57 bkd - Hochfeld (35)	(H - 0.3)	DAL RIADA bkd - Heywood (10)/ Dettori (43) Att 38564 Pitch: Good	0 : 1 PRIMROSE HILL Staropramen 84 Inj - Istas (1) Wind: Brisk	(A - 0.7)
SHROPSHIRE STAR Moorso 6,9 Olsen 54 Pitch: Good	3 : 0 IB 2301 Att 22343 Wind: Brisk	(H - 0.5)	LES FERDINAND Aston 31 Efes-luvvly 68 Att 29556 Pitch: Hard	2 : 2 OLD STEINE FC Buratino 41 Maastricht 66 Wind: Light	(A - 0.1)
BERMONDSEY BM Red stripe 83 Wind: Brisk	1 : 0 PARK END BLUES Att 25045 Pitch: Good	(A - 0.3)	WESSEX RANGERS bkd - Chapman (79)/ Sensi (11)/ Maincrob (28)/ Curt (84) Pitch: Good	0 : 0 RADFORD SEMELE bkd - Vaananen (19)/ Leighterwood (2) Att 38000 Wind: Brisk *Derby Game*	(H - 0.3)
BRECON RANGERS Att 23163 Pitch: Good	0 : 0 SCI FI ELITE Wind: Brisk	(A - 0.1)	MISTIQUE Solomon 79 bkd - Bubble (19) Wind: Brisk *Derby Game*	1 : 0 UTOPIA bkd - Ohio (58) Att 34534* Pitch: Hard	(H - 1.7)

Week five

THE MESSI CUP

1st round

SCI FI ELITE Merlin 70(p) Att 21908 Pitch: Good	1 : 1 UTOPIA Coast 69 Wind: Light	(H - 0.7)
LADY PARK Riedle 35 Hwch 53,60,74 Loki 64,81 Att 21879 Wind: Brisk	6 : 4 FALLEN ANGELS Polanski 11 Zilshani 28 Bradley 76 Soolantra 89 Pitch: Hard	(A - 0.5)
SHROPSHIRE STAR Ohio 17,38 Liquor 24,73 Defi bleu 60 Moorso 80 Pitch: Hard	6 : 0 LEODIS bkd - Calverhall (68)/ Smith (58) Att 24224 Wind: Brisk	(H - 1.7)
HOTH WAMPAS Manialla 28 Att 26492 Pitch: Hard	1 : 1 BERMONDSEY BM Red stripe 68 Wind: Brisk	(A - 0.5)

Week six

THE MESSI LEAGUE CUP

1st round seresi one

SCI FI ELITE Merlin 68 Wind: Brisk	1 : 0 BERMONDSEY BM Att 22125 Pitch: Good	(A - 0.1)
FALLEN ANGELS Calin 23 Negrute 25,88 Att 19495 Wind: Light Pitch: Good	3 : 7 DYNAMO TEST Ying sah 3 Scanch 14 Euler 54,57 Koopmeiners 57 Stryker 78 Ystad 78	(A - 0.7)
THE GREEKS Att 29031 Pitch: Hard	0 : 0 HAVERING TOWN Wind: Brisk	(A - 0.7)
FRALKA Att 27019 Wind: Brisk Pitch: Hard	0 : 4 SHROPSHIRE STAR Tempelkrog 39(p),72 Moorso 47 Krolller 89	(A - 1.5)
TECHNO TERRIERS Cretas 11 Domen 13,74 Pinot grigio 43,54 Packhoss 90	6 : 0 PARK END BLUES Att 27164 Wind: Brisk Pitch: Good	(H - 1.7)
THE LEVELLERS Mcneill 46 Att 29287 Pitch: Hard	1 : 1 REQUIEM Krolewski 80 Wind: Brisk	(H - 0.1)
LEODIS off - Vimto (35)	0 : 0 WELSH WIZARDS bkd - Thompson (14)	(A - 1.3)

DAL RIADA bkd - Heywood (10)/ Dettori (43) Att 38564 Pitch: Good	0 : 1 PRIMROSE HILL Staropramen 84 Inj - Istas (1) Wind: Brisk	(A - 0.7)
LES FERDINAND Aston 31 Efes-luvvly 68 Att 29556 Pitch: Hard	2 : 2 OLD STEINE FC Buratino 41 Maastricht 66 Wind: Light	(A - 0.1)
WESSEX RANGERS bkd - Chapman (79)/ Sensi (11)/ Maincrob (28)/ Curt (84) Pitch: Good	0 : 0 RADFORD SEMELE bkd - Vaananen (19)/ Leighterwood (2) Att 38000 Wind: Brisk *Derby Game*	(H - 0.3)
MISTIQUE Solomon 79 bkd - Bubble (19) Wind: Brisk *Derby Game*	1 : 0 UTOPIA bkd - Ohio (58) Att 34534* Pitch: Hard	(H - 1.7)
BRECON RANGERS Cider 36 Wind: Brisk	1 : 0 JERSEY BOYS Att 25936 Pitch: Hard	(A - 0.1)
NEWSOME FC Att 29063 Wind: Brisk	0 : 1 SPORTING SPUDS Andersson 75 Pitch: Hard	(A - 0.3)
HOTH WAMPAS Piggott 52 Firdinho 67 Manialla 69 Wind: Gale	3 : 2 IB 2301 Bakfromdedsen 6 Grant 77 Att 25017 Pitch: Good	(A - 0.3)
BRECON WARRIORS Canterbury 5 Rhymney 41 Horz 75 Stoneheart 84	4 : 0 LADY PARK Att 24498* Wind: Brisk Pitch: Good	(H - 0.7)
GLOBE TROTTERS Badger 78 Wind: Brisk	1 : 0 CLIFTON MIGHTY Att 39186 Pitch: Hard	(H - 0.3)
REAL AYELL Att 33360 Pitch: Hard	0 : 0 DEFCON1 FC Wind: Brisk	(A - 0.5)
VIPPEROED BK Att 35630 Wind: Brisk	0 : 2 CITY COLTS Seamuscu 9,40 Pitch: Hard	(A - 0.9)

MESSI FRIENDLIES

WROXHAM(NL)	3 : 1 WELSH WIZARDS	(H - 3.7)
WESSEX RANGERS	0 : 2 DROYLSDEN(NL)	(A - 2.7)
OXFORD CITY(NL)	4 : 0 VIPPEROED BK	(H - 3.9)
SPORTING SPUDS	0 : 2 STAFFORD(NL)	(A - 2.9)
LEATHERHEAD(NL)	7 : 2 THE LEVELLERS bkd - Frost (63)	(H - 5.5)
TECHNO TERRIERS	0 : 4 LEEK TOWN(NL)	(A - 3.5)
HERNE BAY(NL)	5 : 0 THE GREEKS	(H - 2)
REQUIEM	0 : 5 ILFORD(NL)	(A - 4.9)
TRURO CITY(NL)	8 : 1 REAL AYELL	(H - 4.9)
PRIMROSE HILL	0 : 1 TAMWORTH(NL)	(A - 1.7)
WHITBY TOWN(NL)	2 : 2 OLD STEINE FC	(H - 1.7)
NEWSOME FC	0 : 3 ROMULUS(NL)	(A - 1.5)
MET POLICE(NL)	3 : 0 MISTIQUE	(H - 4.1)
UXBRIDGE(NL)	4 : 0 PARK END BLUES bkd - Malfoy (54)	(H - 3.3)
TELFORD UTD(NL)	5 : 0 LES FERDINAND	(H - 4.1)
ENFIELD(NL)	5 : 0 JERSEY BOYS	(H - 4.5)
RADFORD SEMELE	0 : 4 WOKING(NL)	(A - 8.1)
CARSHALTON(NL)	5 : 1 IB 2301	(H - 4.9)
DEFCON1 FC	1 : 1 SOUTHPORT(NL)	(H - 1.1)
GLOBE TROTTERS	1 : 3 ALFRETON TOWN(NL)	(A - 2.7)
HEDNESFORD (NL)	5 : 1 HAVERING TOWN	(H - 4.1)

CLIFTON MIGHTY	0 : 3	SUTTON UTD(NL)	(A - 3.3)
WEYMOUTH(NL)	8 : 0	BRECON RANGERS	(H - 4.3)
MARGATE(NL)	2 : 0	CITY COLTS	(H - 2.5)
DAL RIADA	0 : 3	STEVENAGE(NL)	(A - 3.5)
RUNCORN(NL)	4 : 2	DYNAMO TEST	(H - 4.5)
HASTINGS UTD(NL)	7 : 0	FRALKA	(H - 5.3)
BRECON WARRIORS	1 : 4	NORTHWICH(NL)	(A - 3.5)

WEATHER FORECAST

Temperature next session: Cold

Predicted wind speed next session: Brisk

THE MESSI CUP

2nd round

Mistique v Vipperod BK

Utopia or SCi Fi Elite v City Colts

Park End Blues v IB 2301

Brecon Rangers v Welsh Wizards

Wessex Rangers v Lady Park

Sporting Spudsv The Greeks

Les Ferdinand v Dynamo test

Newsome FCv Real Ayell

Shropshire Stars v primrose Hill

Techno terriers v Brecon Warriors

Radford Semele v Old Stenie Fc

Globe Trotters v Defcon1

Havering Town v The Levellers

bermondsey BM or Hoth Wampas v Clifton Mighty

Requiem v Dal Riada

Jersey Boys v Fralka

(to be played on session four)



It's A Long Way Back To The Top Says Gereth

STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	STAROPRAMEN	PRIMROSE HILL	7
2	TENBY	NEWSOME FC	5
3	DAY	NEWSOME FC	4
4	ISTAS	PRIMROSE HILL	4
5	SPEEDBALL	MISTIQUE	3
6	RUSHKI KILLER	NEWSOME FC	3
7	JENS	FRALKA	3
8	ADNAAN	MISTIQUE	2

DIVISION 2

1	SEAMUSCU	CITY COLTS	6
2	DOMEN	TECHNO TERRIERS	4
3	PETER MURRAY	CLIFTON MIGHTY	4
4	YING SAH	DYNAMO TEST	3
5	CRETAS	TECHNO TERRIERS	3
6	PINOT GRIGIO	TECHNO TERRIERS	3
7	MARCELASCU	CLIFTON MIGHTY	3
8	SINGH	THE LEVELLERS	3

DIVISION 3

1	MOORSO	SHROPSHIRE STAR	6
2	NEGRUTE	FALLEN ANGELS	6
3	TEMPELKROG	SHROPSHIRE STAR	5
4	LIQUOR	SHROPSHIRE STAR	3
5	OHIO	SHROPSHIRE STAR	3
6	HWCH	LADY PARK	3
7	MERLIN	SCI FI ELITE	2
8	ENTERPRISE	SCI FI ELITE	2

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- SENSI [1] (WESSEX RANGERS) / VIMTO [1] (LEODIS) /

Since A Win

Utopia	8 games
Real Ayell	7 games
The Greeks	7 games
Brecon Rangers	7 games
Lady Park	6 games
Fralka	4 games

PRIVATE DEALS

THE GREEKS sold GERAINT (22-12 MF/A/D) {P/S} to SPORTING SPUDS for 3500K

SPORTING SPUDS sold F.EARLY (21-12 MF/A) to THE GREEKS for 0K

SHROPSHIRE STAR sold BISHOP WULFRED (20-9 SW) to CITY COLTS for 720K

IB 2301 sold COLTRANE (18-2 FW) {SBY} to THE GREEKS for 500K

All deals completed successfully!

MANAGERIAL RATINGS - POSITION

TOP

NEWSOME FC - 0

PRIMROSE HILL - 4

MISTIQUE - 8

BOTTOM

LADY PARK - 132

HOTH WAMPAS - 136

UTOPIA - 140

MANAGERIAL RATINGS - WAGES PER LEVEL

TOP

REQUIEM - 0

IB 2301 - 4

PRIMROSE HILL - 8

BOTTOM

PARK END BLUES - 132

WESSEX RANGERS - 136

CLIFTON MIGHTY - 140

MANAGERIAL RATINGS - CASH

TOP

REAL AYELL - 0

SHROPSHIRE STAR - 3

TECHNO TERRIERS - 6

BOTTOM

DAL RIADA - 99

SPORTING SPUDS - 102

SCI FI ELITE - 105

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) GK	20-4	DUMITRESCU	(LEODIS)	360K	10	345K

All players not shown were unsold.

AUCTION FOR SESSION THREE

NO	POS	AGE/SK	CAT	TYPE	COMMENTS
1)	GK	24-9	-	-	FADER(200 CAPT GAMES)
2)	SW	29-13	P	STAR	FAST FADER (SUSP10)
3)	DF	17-3	S	SBY	FADER [CR99]
4)	DF/A	18-10	PS	APP	FADER [BW99]
5)	MF	19-7	P	-	FADER(8.5OOP)
6)	WG	31-9	S	-	FAST FADER(WAGES 2K FOR 16)
7)	FW	21-12	P	-	FADER (INJ6)
8)	FWS	18-6	S	APP	FADER[BW90/CR90]
9)	UT	24-8	PS	-	FADER (EXCEP MARKER)
10)	UT	18-2	P	FUT	FAST FADER (EXCEP MARKER) (75%PS TRAINED)

(ALL THESE PLAYERS ARE OF **HOLLAND** naT AND MUST BE NAMED ACCORDINGLY)

11)	GK	18-2	-	SBY	Raqraaq of Jersey Boys {RES 600k - 0% BW/ 0% CR}
12)	MF/D	24-4	P	-	Skunk of Techno Terriers {RES 99k - 51% BW/ 61% CR}

OUT-OF-CONTRACT PLAYERS

13)	MF	21-7	P	-	Giggle of Park End Blues {RES 245k - 63% BW/ 53% CR}
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ROLLING AUCTION LEVELS

The following are the minimum levels relating to each session for entering players into the rolling auction:-

SESSIONS	MIN LEVEL
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

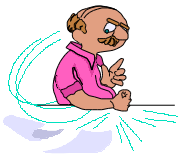
THE KICKABOUT COMMUNITY

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- infront 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.

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

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://dodge.me.uk/markinfoexe>

**NEW
LINNK**

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

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 either of our email addresses.

FORTHCOMING KA WEEKENDS

ODENSE MAY 2023

now set for 11th to 14th of May 2023

This will be held in the lovely Danish city of Odense at Martin Meienburg's house. Those who came last time will remember what a great location this is and what a good time we all had.

The hotel we booked in at is called THE CABIN, which was perfectly acceptable though Martin tells me that there is a better class, though more expensive one called the Odeon now. But I will use the cabin, no problem

Martin & Neil Humphries are the first takers

Dave Hargraves says he and his son are coming to Odense next May as are Geraldo, Jens, Seamus, Graeme, Danny, Gareth, Rob Lewis, Bo the bike, Peter Jorgensen, Cranners, Dennis & Craig. so get your names down and let's show make this a really god un



SOMETHING FOR EVERYBODY TO REMEMBER

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 maxcth 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)

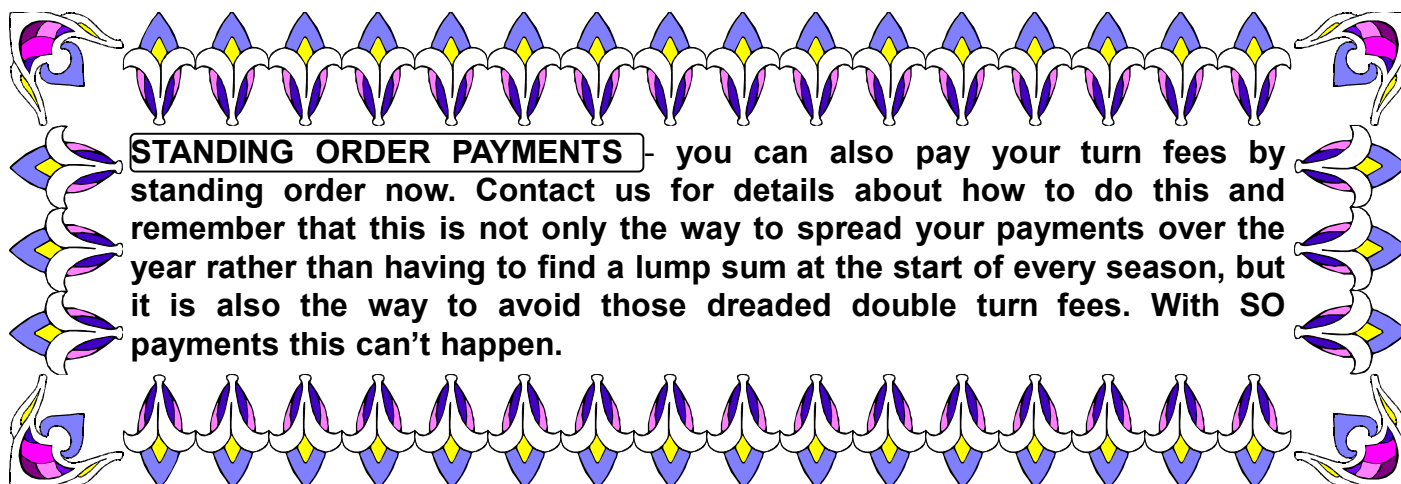
LEAGUE CUP GAMES

EURO GAMES

FRIENDLIES

(If you look at teampick you will see that you CAN edit your fixtures as well to tell the program what games you are playing this session and it will put them in the correct order, OK)

NB In teampick trophy games come after League Cup it appears. Please realise that they don't. In the fullness of time the temapick maestro will change this



MUTTERINGS AND MEANDERINGS OF THE KA MIND

Just a reminder this time. As you all know you can only have five players in any of the three main outfield areas. This has an effect on any specialist players that you might have who normally add their levels to another outfield area. So if you have five players then the amount that your specialist adds to that area is always halved. This is often forgotten by managers expecting more from their MF specialists in important areas.

MANAGERS NEEDED

We have some spare teams in most leagues which would like to fill up.

SPECIAL OFFER

sitting in fourth spot in the lough division three are **Balamban** . An ex Hargraves team (nod, nod, wink, wink, say no more), they have been unmanaged for over a season but still in their fighting. Given a manager all season I think they would have been in the top three. They have a clutch of very good players, no weaknesses, and 3+ mill in the bank. They probably need somebody to set them up for next season and get the squad a little younger, but lots to work with. Free season to whoever takes up the challenge?

I MIGHT PLAY
FOOTBALL AS
BORING AS CONTE,
BUT AT LEAST I
HAVE WON
TROPHIES, CLAIMS
GERARD



SEASON THIRTY 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

- S2** 1st round (bottom eight teams from last season)
- S4** 2nd round (4 winners plus thirty-two byes from 1st 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 two group winners with the lowest points total 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 (inc final)

THE TROPHY

This will consist of twenty teams. All the third division along with the bottom eight of the second division as at the end of S10

- 1st** round is on S11 - bottom eight in division three play off (no replays)
- 2nd** round is on S12 - sixteen teams (no replays)
- 3rd** round is on S13 - eight teams (no replays)
- Semi-finals are on S14 - (no replays)
- and so Final is on S15 with no replay



CREATIVE/ BALL-WINNER

HOW DOES IT WORK?

SO WHAT DO THE NUMBERS MEAN?

The new statistics are aimed at a simple game mechanic - they are used to give a side additional chances of scoring during a game or they are used to nullify efforts created by the opposition; it doesn't take a genius to work out which does which.

The individual statistics of each player are only the "base value" for each formulae that uses them. The figures shown are modified by any number of different conditions before they are given a final rating, which is used to determine if he directly effects the match in any way. The kind of players he is playing with, the number of players in his part of the pitch, the weather and the team's formation are all mitigating factors in how this base value is modified.

Ball Winners are players that thrive in the heat of battle, that love to mix it with the opposition and find their talents easier to use when in packed areas of the pitch. They are primarily defensive players and tend to have more effect if the overall stance of the side is weighted in that direction. For each element of this make up that goes their way, they receive a bonus on their ball-winning ability, along with a subsequent penalty to their creative skill. So, if the

Batty of our example starts the game with figures of 75/25 then he will be completely happy playing in a full Power side, with a 4-4-2 formation that uses a negative style. If the weather is cold and the pitch muddy then he has about everything he can get in his favour. The only way of bettering this if for him to be playing in a five-man midfield, but then you lose the negative advantage and his figures won't look all that much better. Each one of the factors in his advantage will add a certain percentage to his abilities and in the example shown it would not be a surprise to see Batty's eventual stats change from 75/25 through to perhaps 105/10 or so.

Creative players like the opposite end of the scale, as you can imagine, and they like warm days with a good surface to play on, they like space to play in and a style that allows them to attack the opposing goalmouth. It doesn't take too much to work out what sort of formations and playing positions will get the best from them.

It may well become apparent that there are more opportunities in the game for ball winners than there are for creative players - this is a fact. The balance to this is that when a BW or CR affect kicks in, it only kicks in at the position the player is located. A BW gain by a player in midfield will kill off a shot from the opposing midfield area for example, while a striker picking up a creative chance will do so from his forward position. The creative chances always result in an additional chance whereas ball-winners need to have something to stop if they are to be effective. If a side adds an extra four Ball-winner stops to their midfield and the opposition isn't creating anything in that area, then these efforts are wasted. Thus, while there are many more ways of aiding your ball-winning players, their abilities are not always as valuable as the creative players