

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 DYSTOPIA IV	6	2	0	1	8	3	3	0	0	8	2	11	15
2 HILL VALLEY	6	1	2	0	3	1	3	0	0	6	1	7	14
3 HENLEY ROVERS	6	1	0	2	4	7	3	0	0	6	0	3	12
4 FULL THROTTLE FC	6	2	0	1	7	2	1	1	1	3	1	7	10
5 BRUTUS AWAKENS	6	2	0	1	9	6	1	1	1	6	4	5	10
6 KA ROYALTY	6	2	0	1	8	5	1	0	2	2	4	1	9
7 SITH HAPPENS FC	6	1	2	1	1	2	0	1	1	0	2	-3	6
8 ANDRASSY AVENUE	6	2	0	1	4	4	0	0	3	2	10	-8	6
9 HAN SHOT FIRST	6	1	1	1	1	2	0	1	2	0	5	-6	5
10 THE FORCE	6	1	1	1	1	2	0	1	2	1	7	-7	5
11 DYNAMO KASHYYK	6	0	1	1	0	2	1	1	2	2	9	-9	5
12 CHERNOBYL	6	1	0	2	6	4	0	1	2	4	7	-1	4

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 JLR COMMANDOS	6	2	1	0	3	0	2	0	1	6	3	6	13
2 MOSEISLEY JAWAS	6	3	0	0	4	0	1	1	1	4	5	3	13
3 SMITHY ATHLETIC	6	2	1	0	6	1	1	0	2	4	5	4	10
4 PARK STREET	6	2	2	0	6	4	0	2	0	0	0	2	10
5 PFC LUBOCRANETS	6	1	2	0	2	0	0	3	0	0	0	2	8
6 STARFIGHTER FC	6	1	2	0	1	0	0	3	0	2	2	1	8
7 TON-EIGHTY FC	6	2	0	1	8	2	0	1	2	0	4	2	7
8 MANDALORE	6	1	0	2	4	3	0	3	0	0	0	1	6
9 STAR COMMAND	6	0	2	1	1	3	1	1	1	2	5	-5	6
10 GALACTIC STARS	6	0	3	0	1	1	0	2	1	0	2	-2	5
11 WACKY RACERS FC	6	0	2	1	1	5	1	0	2	1	3	-6	5
12 GOBAITH FC	6	0	1	1	0	1	0	0	4	1	8	-8	1

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE MIGS	6	2	1	0	9	3	2	0	1	16	4	18	13
2 BEVERAGE UTD	6	2	0	1	10	2	2	1	0	7	1	14	13
3 GALERIE BLEU FC	6	2	1	0	10	0	1	1	1	1	1	10	11
4 CORELLA PIRATES	6	1	1	0	5	0	2	1	1	4	1	8	11
5 LEAMINGTON SPA	6	2	1	0	7	1	1	1	1	6	11	1	11
6 SEASIDE FC	6	1	2	0	5	2	1	2	0	4	3	4	10
7 RPG ROVERS	6	3	0	1	15	3	0	0	2	1	8	5	9
8 MEMORIAL PARK	6	0	1	2	1	3	2	1	0	15	1	12	8
9 DARKSIDE ARTS	6	0	1	2	3	6	2	1	0	3	0	0	8
10 MARSHFIELD ROV	6	1	1	1	2	3	0	1	2	2	4	-3	5
11 STILE COMMON	6	0	0	3	0	12	0	0	3	0	15	-27	0
12 TUSKEN RAIDERS	6	0	0	3	0	24	0	0	3	0	18	-42	0



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Hope League - Session Five

Season 8

ROUND UP TIME

Not much happening anywhere this league as the table start to settle down. Another home defeat for **Henley** doesn't so their chance much good, while their conquerors **Brutus** begin to look as if they are defo in the mix after this result. **The Force** move off the bottom. The **Throttlers** will be un happy but really you have to hit the target which they failed to do despite their dominance.

No change in the second apart from **PFC** moving upwards.

Shock defeat for **Leamington** . A salutary lesson about goalkeepers I believe as he plummets down the table after a great start. **Galerei Bleu & Corella** move upwards as six teams are within three points of one another

CRANNERS COCK OF THE ROOST

RESULTS ROUND-UP

TEMPERATURE: Cold

Week thirteen

DIVISION 1

THE FORCE Att 31112 Pitch: Muddy	0 : 0 FULL THROTTLE FC (A - 1.1) Wind: Calm
ANDRASSY AVENUE Att 28584 Wind: Calm Pitch: Wet	0 : 2 DYSTOPIA IV (A - 1.5) Elijah 83 Kviv 90 off - Ade wampa (62)

SITH HAPPENS FC

Att 41955
Pitch: Good

HENLEY ROVERS

Olsson 52
Att 34271
Wind: Light

HILL VALLEY

Zygmund 28
Colonel h 72
Inj - Yarmy (1)
Pitch: Wet

KA ROYALTY

Jester molloy 16
Lord lozza 41
Kaiser jens 52,66
Wind: Calm

SMITHY ATHLETIC

Att 27724
Pitch: Frozen

WACKY RACERS FC

Att 34999*
Wind: Calm
Pitch: Muddy

PARK STREET

Inj - Marburg (2)/
Aldous huxley (2)
Wind: Calm

STAR COMMAND

Att 32537
Pitch: Good

PFC LUBOCRANETS

Readowska 9
Lubi loub lewis 52
bkd - Lubi loub lewis (57)

MOSEISLEY JAWAS

Bee-con 61
bkd - Thrawn (49)
Pitch: Frozen

STILE COMMON

Att 26157
Wind: Calm
Pitch: Muddy

DARKSIDE ARTS

Duda 49
Att 28965
Pitch: Muddy

RPG ROVERS

Bards tale 2
Bale 10,37
Nembai 15,84
Wow 15
Warcraft 22
Luiv 22
Xcom 32

TUSKEN RAIDERS

Att 24865
Wind: Calm
Pitch: Wet

MARSHFIELD ROV

bkd - Erling (19)
Att 22261
Wind: Calm
Pitch: Good

MEMORIAL PARK

Att 29000
Wind: Calm
Pitch: Frozen

0 : 0 HAN SHOT FIRST (A - 0.7)

Wind: Calm

1 : 4 BRUTUS AWAKENS (A - 0.3)

Jens ze yoda 20,41,87
Ruski kiler 78
Pitch: Frozen

2 : 0 DYNAMO KASHYYYYK (H - 1.1)

bkd - Cyrmzzzz (60)
Att 32954
Wind: Calm

4 : 2 CHERNOBYL (A - 0.1)

Babbage 22
Lovelace 84
Att 33250*
Pitch: Frozen

DIVISION 2

0 : 0 GALACTIC STARS (H - 0.9)

Wind: Calm

0 : 4 JLR COMMANDOS (A - 2.1)

Orson krennic 21
Pyjama jump 22
Mariupol 75,90

0 : 0 STARFIGHTER FC (A - 0.3)

bkd - Beta (84)
Att 28934
Pitch: Wet

0 : 0 MANDALORE (H - 0.1)

Wind: Calm

2 : 0 GOBAITH FC (H - 2.1)

Att 34481
Wind: Calm
Pitch: Muddy

1 : 0 TON-EIGHTY FC (H - 0.7)

Att 29638
Wind: Calm

DIVISION 3

0 : 5 THE MIGS (A - 2.7)

Moby dick 17
Duncan 26
Simply butler 72,73
Mac the knife 76

1 : 1 SEASIDE FC (A - 0.3)

Deporov 64
Wind: Calm

9 : 2 LEAMINGTON SPA (A - 0.1)

Tataru 34
Venn 40
Att 23284
Wind: Calm
Pitch: Wet

0 : 5 BEVERAGE UTD (A - 3.5)

Tea 3,34
Petrescu 16
Kiex 26
Binks jensen 49

0 : 3 CORELLA PIRATES (A - 0.1)

Botowski 33
Felix 55
Eady 59
Inj - Eady (1)

0 : 1 GALERIE BLEU FC (A - 0.9)

Delacroix 22
bkd - Delacroix (87)
Derby Game

Week fourteen

THE HOPE CUP

THE HOPE BOWL

THE FORCE Brutus lewis 32 Inj - George (6) Att 30962 Pitch: Frozen	1 : 2 WACKY RACERS FC (H - 0.3) Crybear 62 Ola 75 Wind: Calm
DARKSIDE ARTS Att 31493 Wind: Calm Pitch: Wet	0 : 2 MANDALORE (A - 0.1) Pollution 16 Alex 19
STAR COMMAND bkd - Golf (79) Att 33852* Pitch: Good	0 : 1 BRUTUS AWAKENS (A - 0.8) Jens ze yoda 29 Wind: Calm
TON-EIGHTY FC Katsu 1 Tsar 82 Laszlo kadar 111 Att 35111* Pitch: Muddy	3 : 3 CHERNOBYL (A - 0.3) [AET] Bearadi 33 Lovelace 75 Levytsky 117 Wind: Calm

CHERNOBYL WIN PENALTY SHOOTOUT 5 - 4

MEMORIAL PARK Horatio 30 Walter rohrl 40 Wind: Calm	2 : 1 GOBAITH FC (A - 0.9) Cant 83 Att 26991 Pitch: Wet
SITH HAPPENS FC Att 37493 Wind: Calm Pitch: Wet	0 : 2 DYSTOPIA IV (A - 0.9) Cockroach 54 Bao dur 56 bkd - Fallout (55)/ Bao dur (37)

Week fifteen

THE HOPE LEAGUE CUP

1st round Series Three

GALERIE BLEU FC Att 32091 Pitch: Muddy	0 : 0 SITH HAPPENS FC (A - 0.1) Wind: Calm
KA ROYALTY Princess morten 16 Kaiser jens 41 bkd - King bobby (1)	2 : 0 FULL THROTTLE FC (A - 0.5) Att 30209 Wind: Calm Pitch: Good
HILL VALLEY Grolsch 59 Uncle joey 61 Wind: Calm	2 : 1 ANDRASSY AVENUE (H - 1.1) Janszoon 60 Att 31777 Pitch: Wet
WACKY RACERS FC Crybear 16 Porlaksson 52 Att 30060 Pitch: Frozen	2 : 2 THE MIGS (H - 1.3) Simply butler 39 Van driver 67 Wind: Calm
GALACTIC STARS Att 27393 Pitch: Good	0 : 0 BEVERAGE UTD (H - 0.3) Wind: Calm
JLR COMMANDOS Att 47164 Wind: Calm Pitch: Frozen	0 : 1 PFC LUBOCRANETS (A - 0.9) Brianska 12 bkd - Supracondylar (56)
THE FORCE Att 30629 Wind: Calm	0 : 0 SEASIDE FC (A - 0.1) Inj - Chane (2) Pitch: Frozen
MEMORIAL PARK Gasaravov 66 Corasa 79 Day 86	3 : 0 RPG ROVERS (A - 1.1) Att 26033 Wind: Light Pitch: Wet
MOSEISLEY JAWAS Att 30001 Wind: Calm	0 : 0 STAR COMMAND (H - 0.7) Inj - Ewok steadman (2) Pitch: Wet
STARFIGHTER FC Virum 11 Wind: Calm	1 : 0 HAN SHOT FIRST (H - 0.1) Att 30180 Pitch: Frozen

DARKSIDE ARTS Att 25845 Pitch: Muddy	0 : 0 MARSHFIELD ROV (A - 0.5) Wind: Calm
CHERNOBYL Att 46528 Pitch: Wet	0 : 0 LEAMINGTON SPA (H - 0.9) Wind: Light
DYSTOPIA IV Bao dur 60 Fallout 65 Kviv 68	3 : 0 PARK STREET (H - 1.1) Att 32861 Wind: Calm Pitch: Muddy
DYNAMO KASHYYYK Inj - Gort (8) Att 29860 Wind: Calm Pitch: Wet	0 : 5 SMITHY ATHLETIC (A - 0.5) Grazz molc 9(og) Darth darth 25 Sykes smith 27,56 Roche 60
GOBAITH FC Haul 5,83,88 Eira 8 Rotherfield 13,15 Bebe 28 Port-eynon 84 Gwynt 85	9 : 0 STILE COMMON (H - 3.1) Att 24515 Wind: Calm Pitch: Good
BRUTUS AWAKENS Att 36000* Wind: Calm	0 : 1 TON-EIGHTY FC (H - 1.1) Katsu 51 Pitch: Good
TUSKEN RAIDERS Att 27486 Wind: Calm Pitch: Wet	0 : 8 MANDALORE (A - 4.3) Rob fortuna 2,11 Eusebioyoda 2 Lord helmet 22 Ashie fett 33,49 Seamy skywalker 46 Crage ze fade 52
HENLEY ROVERS Dobromyslova 14,46 Olsson 38 Pitch: Wet	3 : 0 CORELLA PIRATES (H - 1.5) Att 26578 Wind: Calm

HOPE FRIENDLIES

ALTRINCHAM(NL)	3 : 1 DYNAMO KASHYYYK (H - 1.7)
HAN SHOT FIRST	0 : 3 WROXHAM(NL) (A - 3.9)
DROYLSDEN(NL)	0 : 0 GALERIE BLEU FC (H - 1.5)
GALACTIC STARS	0 : 1 OXFORD CITY(NL) (A - 2.5)
STAFFORD(NL)	2 : 1 ANDRASSY AVENUE (H - 2.1)
LEATHERHEAD(NL)	2 : 0 HENLEY ROVERS (H - 1.5)
CORELLA PIRATES	1 : 0 LEEK TOWN(NL) (A - 0.1)
FULL THROTTLE FC	0 : 1 HERNE BAY(NL) (A - 1.1)
HILL VALLEY	0 : 1 ILFORD(NL) (A - 3.5)
TRURO CITY(NL)	0 : 0 MARSHFIELD ROV (H - 1.7)
PARK STREET	1 : 0 TAMWORTH(NL) (H - 0.5)
WHITBY TOWN(NL)	1 : 0 KA ROYALTY (H - 1.9)
MOSEISLEY JAWAS	0 : 1 ROMULUS(NL) (A - 4.9)
MET POLICE(NL)	3 : 0 LEAMINGTON SPA (H - 6.7)
UXBRIDGE(NL)	1 : 0 PFC LUBOCRANETS (H - 2.5)
JLR COMMANDOS	0 : 4 TELFORD UTD(NL) (A - 4.9)
SEASIDE FC	0 : 5 ENFIELD(NL) (A - 3.5)
SMITHY ATHLETIC	0 : 0 WOKING(NL) (A - 2.1)
TUSKEN RAIDERS	0 : 2 CARSHALTON(NL) (A - 3.5)
THE MIGS	0 : 2 SOUTHPORT(NL) (A - 2.7)
STILE COMMON	0 : 0 ALFRETON TOWN(NL) (A - 1.9)
HEDNESFORD (NL)	2 : 0 RPG ROVERS (H - 2.5)
BEVERAGE UTD	1 : 2 SUTTON UTD(NL) (A - 3.9)
STARFIGHTER FC	0 : 1 WEYMOUTH(NL) (A - 4.5)

WEATHER FORECAST

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

THE HOPE CUP

3rd round

Henley Rovers v Dynamo
Kashyyyk

Brutus Awakens v Park Street
Memorial Park v Moseisley
Jawas

JLR Commandoes v The Migs
Wacky Racers v Chernobyl
Mandalore v Seaside FC

Andrassy Avenue v Hill Valley

Dystopia IV v Leamington Spa
(To be played on session seven)



THE MESSI LEAGUE CUP DRAW

Play-off

(To be played on session six, neutral
ground, extra time and penalties to
decide)

Star Command v Hill Valley

Quarter-finals

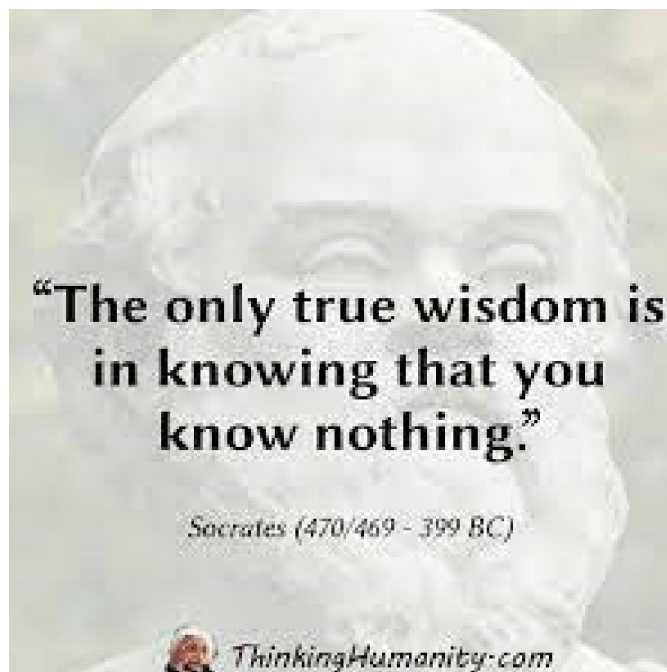
(To be played on session eight ,
with replays)

Ton-eighty FC v Star Command
or Hill Valley

KA Royalty v Henley Rovers

Dystopia IV v Chernobyl

PFC Lubocranets v Seaside
Town



STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	BAO DUR	DYSTOPIA IV	8
2	KVIV	DYSTOPIA IV	7
3	EWOK SEAMY	BRUTUS AWAKENS	7
4	NIAGARA	HENLEY ROVERS	6
5	JENS ZE YODA	BRUTUS AWAKENS	6
6	LEVYTSKY	CHERNOBYL	5
7	STJERNE	CHERNOBYL	5
8	CAD BALLANTYNE	BRUTUS AWAKENS	5

DIVISION 2

1	DUNCAN	JLR COMMANDOS	7
2	KATSU	TON-EIGHTY FC	7
3	ALBERT ANSTEY	JLR COMMANDOS	6
4	TURBO SMITH	SMITHY ATHLETIC	6
5	WESTERMAN	TON-EIGHTY FC	5
6	BERRY	MOSEISLEY JAWAS	4
7	BETA	STARFIGHTER FC	3
8	MARIUPOL	JLR COMMANDOS	3

DIVISION 3

1	LINESMAN	LEAMINGTON SPA	7
2	COPSE	MEMORIAL PARK	6
3	SIMPLY BUTLER	THE MIGS	6
4	CORASA	MEMORIAL PARK	5
5	GASARAVOV	MEMORIAL PARK	5
6	TATARU	LEAMINGTON SPA	5
7	SALACIOUS CRUMB	SEASIDE FC	5
8	DEPOROV	SEASIDE FC	5

MANAGERIAL RATINGS - SQUAD AGE

TOP

TUSKEN RAIDERS - 0

DARKSIDE ARTS - 3

MOSEISLEY JAWAS - 6

BOTTOM

HENLEY ROVERS - 99

HILL VALLEY - 102

THE FORCE - 105

MANAGERIAL RATINGS - ATTENDANCE

TOP

CHERNOBYL - 0

BRUTUS AWAKENS - 2

JLR COMMANDOS - 4

BOTTOM

TUSKEN RAIDERS - 66

RPG ROVERS - 68

MARSHFIELD ROV - 70

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- CYRMZZZ [1] (DYNAMO KASHYYYK) / ADE WAMPA [1] (DYSTOPIA IV) / LUBI LOUB LEWIS [1] (PFC LUBOCRANETS) /

PRIVATE DEALS

BRUTUS AWAKENS sold JABBA JENSEN (19-12 FW) to MANDALORE for 0K

MANDALORE sold EUSEBIOYODA (23-12 FWS) {P/S} to BRUTUS AWAKENS for 0K

FULL THROTTLE FC sold MCLAREN (18-2 DF) {SBY} to SITH HAPPENS FC for 375K

THE MIGS sold DUNCAN (21-12 FW) to JLR COMMANDOS for 710K

PFC LUBOCRANETS sold MBAMNAMBA (23-5 DF/A) to MEMORIAL PARK for 200K

DARKSIDE ARTS sold FORTUNA (20-13 GK) {STAR} to LEAMINGTON SPA for 0K

LEAMINGTON SPA sold INSUA (18-12 GK) to DARKSIDE ARTS for 0K

LEAMINGTON SPA sold MAYE (18-2 MF) {P/S} {FUT} to DARKSIDE ARTS for 475K

All deals completed successfully!

Since An Away Win

Sith Happens Fc	33 games
Stile Common	15 games
Tusken Raiders	14 games
Marshfield Rov	14 games
Chernobyl	8 games
Rpg Rovers	8 games
Pfc Lubocranets	7 games

Consec. Home Draws

Galactic Stars	3 games
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AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) SW	18-2	SODERBERG	(TUSKEN RAIDERS)	509K	7	456K
2) DF/A	19-10	NOT SOLD. TIED BIDS.				
3) DF	17-2	BODIN	(BEVERAGE UTD)	1100K	11	979K
4) MF	18-2	STINGER	(WACKY RACERS FC)	626K	7	404K
5) MF	19-10	PILSSON	(MARSHFIELD ROV)	895K	8	678K
6) FW	17-2	ERIK LUNDGREN	(FULL THROTTLE FC)	979K	8	971K
7) UT	18-2	HURTIG	(TUSKEN RAIDERS)	459K	7	456K
8) PP:2			(TON-EIGHTY FC)	178K	5	129K
9) MP:7			(HILL VALLEY)	129K	5	123K

All players not shown were unsold.

ROLLING AUCTION FOR SESSION SIX

NO	POS	AGE/SK	CAT	TYPE	COMMENTS
1)	SW	18-2	S	FUT	ULTRA FAST RISER / 88% PS TRAINED
(All players are of SWE dish origin and mst be named accordingly)					
2)	DF/A	19-10	S	-	Unsold Player [SWE] {NO RES - 65% BW/ 58% CR}

OUT-OF-CONTRACT PLAYERS

3)	FW	22-6	P/S	-	Skywalker of Stile Common {RES 180k - 34% BW/ 56% 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

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.

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

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 either email address .



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.

HOPE SEASON FIVE 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 the 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



MARKING INFO - Tim Dodge has put together a clever little program that allows Shomatch subscribers to gather all the international squads together each session so that you can use that info to get marking info.

New 2014 version now available at
<http://dodge.me.uk/markinfo.exe>

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 than ploughing through back newsletters, etc.



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, Gerard, Jens, Gareth, Cranners, Rob lewis, Seamus, Craig, Dennis, Peter Jorgie, Morten, Bo the Bike & KP (virtually) are the first takers

Dave Hargraves says he and his son are coming to Odense next May as are , Graeme, Danny, ,, Bo the bike, so get your names down and let's show make this a really god un

looks like norwich again in october 2023

NOVEMBER VIRTUAL WEEKEND

I have settled on a date for this. So you have plenty of time to plan and not book anything else.. Going to be on saturday the 18th of november.

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 league 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

MANAGERS NEEDED

SPECIAL OFFER

Fancy a different challenge, then what about the Veterans league. Fast action, tight on cash and some rules that differ to the normal leagues, the Veterans poses a quite different challenge to the other leagues. Looking for a new manager at present are **FC Westeros**. twice they have finished third in the top flight, and have also lifted the cup once. Alas their former manager lost interest and has left them to flounder in the second division. Yes they are a challenge now, but a different one for sure. Would dearly love to see them managed again so will give the lucky man who raises his hands to takeover, TWO free seasons to resurrect them, plus your next payment of real money to one of your teams or two, will get a 50% bonus added to the credits. Can we say better than that. NEVER!!

By the way the veterans league only has twelve sessions per season?

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

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.

JAWA ARRIVES
HAPPILY AT
THE TRAINING
GROUND
DURING A
SUCCESSFUL
START TO THE
SEASON



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

CONTRACTS UPDATE

We have listened to the moaners who in contract negotiations have lost very good players cos they cannot get them to agree to a new contract. Galling to see their prized possession in the expired section of the autumn. Ok you will no doubt get some recompense for him, but the reserve bid is always painfully low and you never never know who might snaffle his arse with a cheeky bid do you.

So from now onwards if your prized player is on the last week of his contract

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

Then there is a wage that if offered he will ALWAYS accept.

This has to be calculated by you (Oh shite!!)

The formula is as follows :

3 X basic wage where the basic wage = player level X PS Bonus X Div Bonus X POS Bonus X Type bonus

player level is obvious

P/S bonus increase the basic wage by 20%

Div Bonus - 125% for div 1/ 110% for div2 / 100% for divs 3/ 75% for div 4

Pos bonus refers to STARS/FUT/SBY which require 50% uplift

Type bonus is equal to the players training requirements , ie MF/A/D x3 - Df/A X 1.5 / FW X 1, etc

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

as an example a DIV ONE 20/12 PS MF/A/D STAR would require a wage offer of basic wage (81K) X 3 to accept unconditionally , i.e. 243K per week

or a 20-10 DIV THREE S DF/A would require a wage offer of basic wage(15K) X 3, i.e. 45K

On the last week of the contract there is no optimum length of contract though we suggest you opt for four weeks so you have time to bid again

I REPEAT - AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

One last change to note as well. In future at whatever stage of the contract negotiation you are at with a player, the min he will now accept is one third of his basic wage

so in the MF/A/D example a bid under 27K will be rejected, the DF/A minimum is 5K
