

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	8	3	0	1	9	3	3	1	0	8	2	12	19
2 HILL VALLEY	8	1	2	1	3	2	4	0	0	8	2	7	17
3 FULL THROTTLE FC	8	2	0	1	7	2	2	2	1	6	1	10	14
4 BRUTUS AWAKENS	8	3	0	1	11	6	1	2	1	6	4	7	14
5 HENLEY ROVERS	8	1	1	2	6	9	3	0	1	6	1	2	13
6 KA ROYALTY	8	2	1	1	8	5	2	0	2	3	4	2	13
7 ANDRASSY AVENUE	8	3	0	1	5	4	0	1	3	4	12	-7	10
8 HAN SHOT FIRST	8	1	2	1	1	2	0	2	2	0	5	-6	7
9 CHERNOBYL	8	1	1	2	6	4	0	2	2	4	7	-1	6
10 SITH HAPPENS FC	8	1	2	1	1	2	0	1	3	0	5	-6	6
11 THE FORCE	8	1	2	2	2	4	0	1	2	1	7	-8	6
12 DYNAMO KASHYYYK	8	0	2	2	0	5	1	1	2	2	9	-12	6

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 MOSEISLEY JAWAS	8	4	0	0	6	0	1	1	2	4	6	4	16
2 JLR COMMANDOS	8	2	2	0	3	0	2	1	1	7	4	6	15
3 SMITHY ATHLETIC	8	3	1	1	8	2	1	0	2	4	5	5	13
4 TON-EIGHTY FC	8	2	1	1	9	3	1	1	2	1	4	3	11
5 STARFIGHTER FC	8	2	2	0	2	0	0	3	1	2	3	1	11
6 PFC LUBOCRANETS	8	2	2	0	3	0	0	3	1	0	2	1	11
7 STAR COMMAND	8	1	2	1	4	3	1	2	1	2	5	-2	10
8 PARK STREET	8	2	2	0	6	4	0	2	2	1	10	-7	10
9 MANDALORE	8	2	0	2	8	3	0	3	1	0	1	4	9
10 WACKY RACERS FC	8	1	2	1	7	6	1	0	3	1	6	-4	8
11 GALACTIC STARS	8	0	3	0	1	1	0	3	2	0	4	-4	6
12 GOBAITH FC	8	1	2	1	1	1	0	0	4	1	8	-7	5

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 GALERIE BLEU FC	8	3	1	0	11	0	2	1	1	11	1	21	17
2 THE MIGS	8	2	1	0	9	3	3	1	1	19	6	19	17
3 LEAMINGTON SPA	8	3	1	0	10	1	2	1	1	9	13	5	17
4 DARKSIDE ARTS	8	1	1	2	4	6	3	1	0	7	0	5	14
5 BEVERAGE UTD	8	2	0	2	10	3	2	1	1	7	4	10	13
6 SEASIDE FC	8	2	2	0	12	2	1	2	1	4	4	10	13
7 CORELLA PIRATES	8	1	2	1	7	3	2	1	1	4	1	7	12
8 RPG ROVERS	8	3	0	1	15	3	1	0	3	2	9	5	12
9 MARSHFIELD ROV	8	2	1	1	8	5	1	1	2	4	4	3	11
10 MEMORIAL PARK	8	0	1	3	3	6	2	1	1	17	7	7	8
11 STILE COMMON	8	0	0	5	0	24	0	0	3	0	15	-39	0
12 TUSKEN RAIDERS	8	0	0	4	0	28	0	0	4	0	25	-53	0



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Hope League - Session Six

Season 8

ROUND UP TIME

Dystopia & Hill Valley still locked together at the top though the formers defeat of **Henley** seems to have pushed the latter to the back of the title queue. Full Throttle move up and could still be a danger to the top pair as the season unfolds.

At the bottom of the first **Chernobyl** pull clear of the bottom three with two draws. but one point now covers five teams at the bottom with seventh-placed **Andrassy** also in some danger three points above them.

what barrel of floundering fishes the top of the second looks like. Nobody can lay down a marker with everybody beating everybody. Top three might just have the edge over the rest though **Ton-Eighty's** defeat of the **Smittys** suggest they might be able to get in a hit on the promotion places. Still all to play for here, while at the bottom you have to say that nine teams could all be drawn into the fray if they don't watch out. Even first win Walters might think his season could be turned around on that form.

Division three chops and changes at the top again with **Galerie Bleu** now ruling the roost. Two wins move them to cock of the roost. After last season's debacle the **Spa** get back on track to move up and now three teams are level at the top Shooting up the table as well are **Darkside Arts**, five places higher, while **Beverage**

ALKESH ON THE DOUBLE

RESULTS ROUND-UP

TEMPERATURE: Cool

Week sixteen

DIVISION 1

DYNAMO KASHYYK Att 30123 Wind: Light Pitch: Muddy	0 : 3 FULL THROTTLE FC (A - 2.1) Tushkanova 13 Exar kun 32 Ayrton senna 71
THE FORCE off - Pascal (41) Att 37178* Pitch: Good	0 : 0 CHERNOBYL (A - 1.5) Inj - Stjerne (1) Wind: Light

JENSON BUTTON SAVES PENALTY FOR CHERNOBYL AFTER 83 MINS

ANDRASSY AVENUE Van der decken 9 Wind: Light	1 : 0 SITH HAPPENS FC (H - 0.1) Att 29309* Pitch: Wet
DYSTOPIA IV Fallout 71 Att 31486 Wind: Calm	1 : 0 HENLEY ROVERS (H - 0.3) bkd - Anaken baker (9) Inj - Anaken baker (1) Pitch: Good
HAN SHOT FIRST Att 47339 Pitch: Wet	0 : 0 BRUTUS AWAKENS (A - 1.3) Wind: Calm
HILL VALLEY Att 33373 Wind: Brisk Pitch: Good	0 : 1 KA ROYALTY (H - 0.3) Jester molloy 33 bkd - Khufu smith (3)

DIVISION 2

GOBAITH FC Att 25360 Pitch: Muddy	0 : 0 GALACTIC STARS (H - 0.1) Wind: Light
SMITHY ATHLETIC Att 28965 Wind: Calm	0 : 1 TON-EIGHTY FC (H - 0.3) Van duivenbode 37 Pitch: Good
WACKY RACERS FC Porlaksson 8,12,25,43 Ugbros 18 Ola 43 Att 30348 Pitch: Good	6 : 1 PARK STREET (H - 0.7) Darmstadt 70(p) Inj - Torito (6)/ Zagato (6) Wind: Light
JLR COMMANDOS Att 43528 Pitch: Good	0 : 0 STAR COMMAND (H - 0.5) Wind: Brisk
STARFIGHTER FC Endurani 64 bkd - Endurani (70) Wind: Light *Derby Game*	1 : 0 MANDALORE (A - 0.3) bkd - Rob fortuna (49) Att 33465 Pitch: Good
PFC LUBOCRANETS Cranska 22 bkd - Puffyov (50) Pitch: Wet	1 : 0 MOSEISLEY JAWAS (A - 0.1) Att 36572 Wind: Brisk

DIVISION 3

CORELLA PIRATES Att 26955 Pitch: Good	0 : 0 THE MIGS (H - 0.1) Wind: Light
STILE COMMON Att 25426 Wind: Brisk Pitch: Good	0 : 10 GALERIE BLEU FC (A - 3.1) Putino 16,40 Tiriace 23 Deep 34 Delacroix 53,55,70,73 Zolkina 72 Cobalt 82

DARKSIDE ARTS Duda 41 Wind: Light	1 : 0 RPG ROVERS (H - 0.7) Att 26010 Pitch: Good
SEASIDE FC Wilmington 13,26 Dolberg 27,32,72,85 Westhope 82	7 : 0 TUSKEN RAIDERS (H - 5.7) Att 26984 Wind: Light Pitch: Good
LEAMINGTON SPA Tataru 24 Charlottesville 29 Venn 34	3 : 0 BEVERAGE UTD (A - 0.9) Att 28692 Wind: Calm Pitch: Good
MARSHFIELD ROV Jonkoping 12 Ezra 21 Erling 56,71,84 Mappin 67 Pitch: Good	6 : 2 MEMORIAL PARK (H - 1.1) Day 13 Copse 60 Att 23561 Wind: Light

Week seventeen

DIVISION 1

DYNAMO KASHYYYK Inj - Gragen (2) Wind: Light	0 : 0 HAN SHOT FIRST (A - 0.1) Att 35000* Pitch: Muddy
BRUTUS AWAKENS Ewok seamy 42 Brutus fett 81 Pitch: Wet	2 : 0 SITH HAPPENS FC (H - 1.3) Att 36000* Wind: Light
THE FORCE Golan 35 Att 32140 Wind: Light	1 : 2 HILL VALLEY (A - 0.9) Sergei 41 Colonel h 66 Pitch: Wet
CHERNOBYL Att 48553 Pitch: Wet	0 : 0 DYSTOPIA IV (A - 0.3) Wind: Calm
HENLEY ROVERS Chalcraft 34 Auton 43 bkd - Hart (29) Att 27155 Pitch: Good	2 : 2 ANDRASSY AVENUE (H - 1.7) Sarangani 29 Flora sandes 84 Inj - Montesecco (5) Wind: Light
KA ROYALTY Att 30642 Wind: Light Pitch: Wet	0 : 0 FULL THROTTLE FC (A - 1.3) Inj - Le mans (2)/ Monza (1)

DIVISION 2

GOBAITH FC Rotherfield 10(p) Inj - Cant (1) Pitch: Wet	1 : 0 STARFIGHTER FC (H - 0.3) Att 24205 Wind: Light
MANDALORE Ashie fett 3,5,60 Lord helmet 18 off - Jabba jensen (53)	4 : 0 PARK STREET (H - 1.1) Att 36389 Wind: Light Pitch: Good
SMITHY ATHLETIC Iced water 63 Sykes smith 85 Pitch: Hard	2 : 0 PFC LUBOCRANETS (A - 0.1) Att 32701 Wind: Light
TON-EIGHTY FC Katsu 65(p) bkd - Gerwyn price (25) Wind: Brisk *Derby Game*	1 : 1 JLR COMMANDOS (A - 0.3) Challenger 60 Att 35111* Pitch: Muddy
STAR COMMAND Fred smith 11 Byw 27 Jaja jensen 53 Pitch: Good	3 : 0 WACKY RACERS FC (H - 0.7) Inj - Mean (2) Att 30028 Wind: Light
MOSEISLEY JAWAS Wedge antilles 5 Hapus 78 Pitch: Wet	2 : 0 GALACTIC STARS (H - 1.1) Att 28533 Wind: Light

DIVISION 3

CORELLA PIRATES Williams 30 Felix 51	2 : 3 LEAMINGTON SPA (H - 0.5) Tykytiuk 35 Tataru 36
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Att 25866 Wind: Light	Linesman 85 Pitch: Wet
BEVERAGE UTD Att 27343 Wind: Light Pitch: Muddy	0 : 1 RPG ROVERS (H - 0.5) Marv berry 87 bkd - Bards tale (13)
STILE COMMON Att 22954 Wind: Light	0 : 2 MARSHFIELD ROV (A - 2.5) Erling 18,57 Pitch: Good
GALERIE BLEU FC Deep 18 Wind: Light	1 : 0 SEASIDE FC (A - 0.7) Att 29329 Pitch: Wet
TUSKEN RAIDERS Att 29104 Wind: Light Pitch: Wet *Derby Game*	0 : 4 DARKSIDE ARTS (A - 3.7) Monaco 20 Frobsiher smith 60 Duda 76,89 bkd - DARTH cheese (29)
MEMORIAL PARK Walter rohr 10 Ratt 63 Wind: Calm	2 : 3 THE MIGS (A - 0.5) Van driver 26,39,65 Att 29000* Pitch: Wet

Week eighteen

THE HOPE LEAGUE CUP

Play-off

STAR COMMAND Att 31690 Wind: Light	0 : 1 HILL VALLEY (A - 0.5) Brothel 8 Pitch: Good
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HOPE FRIENDLIES

SLOUGH(NL)	6 : 2 CHERNOBYL (H - 2.5)
DARKSIDE ARTS	1 : 3 BATH(NL) (A - 2.3)
WYCOMBE(NL)	4 : 1 ANDRASSY AVENUE (H - 2.3)
STOWMARKET(NL)	5 : 1 DYNAMO KASHYYYK (H - 1.7)
BRUTUS AWAKENS	2 : 5 COLWYN BAY(NL) (A - 4.9)
DYSTOPIA IV	1 : 4 THURROCK(NL) (A - 1.5)
AFC HAYES(NL)	3 : 1 GALACTIC STARS (H - 1.9)
DIDCOT TOWN(NL)	0 : 2 CORELLA PIRATES (A - 0.9)
ALTRINCHAM(NL)	6 : 1 FULL THROTTLE FC (H - 2.7)
WROXHAM(NL)	10 : 1 GALERIE BLEU FC (H - 3.7)
GOBAITH FC	1 : 4 DROYLSDEN(NL) (A - 2.9)
OXFORD CITY(NL)	4 : 1 HENLEY ROVERS (H - 1.1)
KA ROYALTY	0 : 5 STAFFORD(NL) (A - 5.1)
MANDALORE	1 : 4 LEATHERHEAD(NL) (A - 3.5)
LEEK TOWN(NL)	3 : 2 MEMORIAL PARK (H - 3.1)
MARSHFIELD ROV	1 : 1 HERNE BAY(NL) (A - 0.1)
MOSEISLEY JAWAS	1 : 5 ILFORD(NL) (A - 3.3)
TRURO CITY(NL)	2 : 2 LEAMINGTON SPA (H - 5.1)
TAMWORTH(NL)	3 : 0 PARK STREET (A - 0.7)
STILE COMMON	1 : 2 WHITBY TOWN(NL) (A - 0.5)
ROMULUS(NL)	2 : 2 PFC LUBOCRANETS (H - 2.5)
THE FORCE	2 : 6 MET POLICE(NL) (A - 3.3)
UXBRIDGE(NL)	4 : 1 SMITHY ATHLETIC (H - 2.7)
THE MIGS	1 : 6 TELFORD UTD(NL) (A - 3.7)
ENFIELD(NL)	6 : 1 SITH HAPPENS FC (H - 6)
TON-EIGHTY FC	1 : 6 WOKING(NL) (A - 3.3)
CARSHALTON(NL)	3 : 5 TUSKEN RAIDERS (H - 4.5)
WACKY RACERS FC	1 : 6 SOUTHPORT(NL) (A - 3.5)
SEASIDE FC	2 : 0 ALFRETON TOWN(NL) (A - 1.7)
HEDNESFORD (NL)	4 : 4 JLR COMMANDOS (H - 2.7)
SUTTON UTD(NL)	5 : 2 HAN SHOT FIRST (H - 2.7)
WEYMOUTH(NL)	2 : 2 STARFIGHTER FC (H - 3.1)
BEVERAGE UTD	1 : 6 MARGATE(NL) (A - 3.5)
RPG ROVERS	0 : 6 STEVENAGE(NL) (A - 1.7)

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

Quarter-finals

(To be played on session eight ,
with replays)

Ton-eighty FC v Hill Valley

KA Royalty v Henley Rovers

Dystopia IV v Chernobyl

PFC Lubocranets v Seaside
Town



WEATHER FORECAST

Temperature next session: Freezing

Predicted wind speed next session: Light

MANAGER OF THE MONTH

Divison One goes to manager
SUTTON of **Dystopia IV**, has
his eye on the glittering prize

Divison Two goes to manager
WADDINGHAM of **Starfighter
FC** tucked in nicely for a second
half of season challenge

Divison Three goes to manager
MOLLOY of **Leamington Spa**,
apart from one amazing debacle
looks the part this season

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	BAO DUR	DYSTOPIA IV	8
2	EWOK SEAMY	BRUTUS AWAKENS	8
3	KVIV	DYSTOPIA IV	7
4	NIAGARA	HENLEY ROVERS	6
5	JENS ZE YODA	BRUTUS AWAKENS	6
6	JESTER MOLLOY	KA ROYALTY	5
7	COLONEL H	HILL VALLEY	5
8	LEVYTSKY	CHERNOBYL	5

DIVISION 2

1	KATSU	TON-EIGHTY FC	8
2	DUNCAN	JLR COMMANDOS	7
3	ALBERT ANSTEY	JLR COMMANDOS	6
4	TURBO SMITH	SMITHY ATHLETIC	6
5	ASHIE FETT	MANDALORE	6
6	PORLAKSSON	WACKY RACERS FC	5
7	WESTERMAN	TON-EIGHTY FC	5
8	BERRY	MOSEISLEY JAWAS	4

DIVISION 3

1	LINESMAN	LEAMINGTON SPA	8
2	DELACROIX	GALERIE BLEU FC	8
3	COPSE	MEMORIAL PARK	7
4	TATARU	LEAMINGTON SPA	7
5	ERLING	MARSHFIELD ROV	6
6	DOLBERG	SEASIDE FC	6
7	DUDA	DARKSIDE ARTS	6
8	SIMPLY BUTLER	THE MIGS	6

MOST APPEARANCES

DIVISION 1

1	EWOK	THE FORCE	18
2	BRUTUS FETT	BRUTUS AWAKENS	18
3	FERNANDO ALONSOKA	ROYALTY	17
4	FABBO	HILL VALLEY	17
5	GILLOTTS	HENLEY ROVERS	17
6	DANIEL LARSSON	SITH HAPPENS FC	17
7	BENJI	SITH HAPPENS FC	17
8	SARANGANI	ANDRASSY AVENUE	17

DIVISION 2

1	TEXASOVA	PFC LUBOCRANETS	18
2	FRED SMITH	STAR COMMAND	18
3	GOLF	STAR COMMAND	18
4	GERWYN PRICE	TON-EIGHTY FC	18
5	JELLE KLAASEN	GALACTIC STARS	18
6	ROCHE	SMITHY ATHLETIC	18
7	ICED WATER	SMITHY ATHLETIC	18
8	JABBA JENSEN	MANDALORE	18

DIVISION 3

1	DUDA	DARKSIDE ARTS	18
2	AYRTON SENNA	STILE COMMON	18
3	YAVIN	CORELLA PIRATES	18
4	CORASA	MEMORIAL PARK	17
5	MAWENZI	TUSKEN RAIDERS	17
6	ALEX	SEASIDE FC	17
7	XCOM	RPG ROVERS	17
8	UFO	RPG ROVERS	17

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- PASCAL [1] (THE FORCE) / JABBA JENSEN [1] (MANDALORE) /

PRIVATE DEALS

MANDALORE sold ASHY FETT (22-6 UT) to BRUTUS AWAKENS for 150K

FULL THROTTLE FC sold WOOKIE PICKUP (20-9 FW) {P/S} to STILE COMMON for 420K

FULL THROTTLE FC sold AYRTON SENNA (20-8 DF) {P/S} to STILE COMMON for 360K

FULL THROTTLE FC sold LANDO NORRIS (18-2 FW) {APP} to STILE COMMON for 140K

JLR COMMANDOS sold XOMMANDO (18-2 FW) {SBY} to CORELLA PIRATES for 525K

All deals completed successfully!

Since A Home Draw

Dystopia Iv	9 games
Rpg Rovers	8 games
Tusken Raiders	8 games
Andrassy Avenue	7 games
Stile Common	7 games
Brutus Awakens	4 games
Mandalore	4 games

Since An Away Draw

Ka Royalty	14 games
Henley Rovers	10 games
Tusken Raiders	10 games
Gobaith Fc	9 games
Stile Common	7 games
Rpg Rovers	6 games
Hill Valley	4 games
Wacky Racers Fc	4 games

MOST APPEARANCES (CAREER)

DIVISION 1

1	HART	HENLEY ROVERS	208
2	PASCAL	THE FORCE	190
3	SIMMONS	THE FORCE	188
4	WARHAMMER	SITH HAPPENS FC	187
5	COCKROACH	DYSTOPIA IV	177
6	DAHL	HAN SHOT FIRST	175
7	BRUTUS FETT	THE FORCE	174
8	HAMILL	THE FORCE	173

DIVISION 2

1	BYW	STAR COMMAND	205
2	YODA ARMSTRONG	GALACTIC STARS	204
3	BALDURS GATE	WACKY RACERS FC	196
4	READOWSKA	PFC LUBOCRANETS	195
5	PLAGUEIS	MANDALORE	194
6	SWTMAE	GALACTIC STARS	188
7	EMPEROR DEMPSEY	STAR COMMAND	183
8	BOWDAAR	WACKY RACERS FC	171

DIVISION 3

1	WALLINGTON	SEASIDE FC	209
2	DELACROIX	GALERIE BLEU FC	209
3	GAUGUIN	GALERIE BLEU FC	205
4	SENNA	THE MIGS	191
5	MAWENZI	TUSKEN RAIDERS	172
6	ASCARI	SEASIDE FC	170
7	TORIAN CADERA	SEASIDE FC	165
8	MARV BERRY	RPG ROVERS	161

LEADING SCORERS (CAREER)

DIVISION 1

1	DAHL	HAN SHOT FIRST	77 (in 175 games)
2	HART	HENLEY ROVERS	61 (in 208 games)
3	BAO DUR	DYSTOPIA IV	55 (in 144 games)
4	HOBBS	HENLEY ROVERS	44 (in 92 games)
5	YARMY	HILL VALLEY	43 (in 97 games)
6	LOVELACE	CHERNOBYL	42 (in 119 games)
7	COCKROACH	DYSTOPIA IV	41 (in 177 games)
8	TUSHKANOVA	FULL THROTTLE FC	40 (in 93 games)

DIVISION 2

1	YODA ARMSTRONG	GALACTIC STARS	56 (in 204 games)
2	EMPEROR DEMPSEY	STAR COMMAND	33 (in 183 games)
3	VAN DUIJVENBODE	TON-EIGHTY FC	33 (in 98 games)
4	TURBO SMITH	SMITHY ATHLETIC	33 (in 117 games)
5	BOWDAAR	WACKY RACERS FC	29 (in 171 games)
6	OLA	WACKY RACERS FC	26 (in 106 games)
7	KATSU	TON-EIGHTY FC	26 (in 81 games)
8	ALBERT ANSTEY	JLR COMMANDOS	23 (in 63 games)

DIVISION 3

1	DELACROIX	GALERIE BLEU FC	45 (in 209 games)
2	PUTINO	GALERIE BLEU FC	42 (in 150 games)
3	RICKFORD	MEMORIAL PARK	36 (in 130 games)
4	MARV BERRY	RPG ROVERS	35 (in 161 games)
5	LINESMAN	LEAMINGTON SPA	33 (in 50 games)
6	SEAMY MCYODA	LEAMINGTON SPA	28 (in 130 games)
7	SENNA	THE MIGS	28 (in 191 games)
8	WILLIAMS	CORELLA PIRATES	25 (in 127 games)

TOP SHOT STOPPERS

ELEENA DARU	STAR COMMAND	83%
WARHAMMER	SITH HAPPENS FC	83%
KYRIEV	MEMORIAL PARK	82%
CANNIBAL	DYSTOPIA IV	82%
GRAZZ MOLC	DYNAMO KASHYYYK	81%
ASTRAZENECA	MANDALORE	81%
FABBO	HILL VALLEY	80%
FIBONACCI	BRUTUS AWAKENS	79%
JUMPIN	JJIMMY THE MIGS	79%
CALO NORD	FULL THROTTLE FC	78%

MANAGERIAL RATINGS - MPS

TOP

PARK STREET - 0

WACKY RACERS FC - 2

GOBAITH FC - 4

BOTTOM

ANDRASSY AVENUE - 60

THE MIGS - 68

DYSTOPIA IV - 70

MANAGERIAL RATINGS - APPS

TOP

SITH HAPPENS FC - 0

LEAMINGTON SPA - 0

TUSKEN RAIDERS - 0

BOTTOM

THE FORCE - 32

DYNAMO KASHYYYK - 32

STILE COMMON - 70

MANAGERIAL RATINGS - YOUTH

TOP

HAN SHOT FIRST - 0

LEAMINGTON SPA - 1

CORELLA PIRATES - 2

BOTTOM

THE FORCE - 33

HILL VALLEY - 34

RPG ROVERS - 35

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) SW18-2	LUND		(THE FORCE)	677K	7	556K
2) DF/A	19-10	BENNI SMITH (SMITHY ATHLETIC)		891K	7	776K

All players not shown were unsold.

AUCTION FOR SESSION SEVEN

NO	ITEM	COMMENTS
1)	CAPTAINS COURSE	ADD 200 capt games to the nominated player
2)	BW/CR	two nominated players will have their BW/CR stats reversed
3)	MP:7	
4)	FADER REMOVAL	nominated player will have his fader status removed
5)	RISER ADD	nominated player will become a riser
6)	PASSPORT	nominated player will have his age reduced by two years (to MIn
20)		
7)	MF 18-2	P FUT Emin of Galerie Bleu Fc {RES 180k - 65% BW/ 39% CR}
8)	MF 18-2	S APP Ascari of Full Throttle Fc {RES 175k - 39% BW/ 81% CR}
9)	FW 18-2	P/S APP Hoth of Corella Pirates {RES 250k - 12% BW/ 76% CR}

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

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.

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 media 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

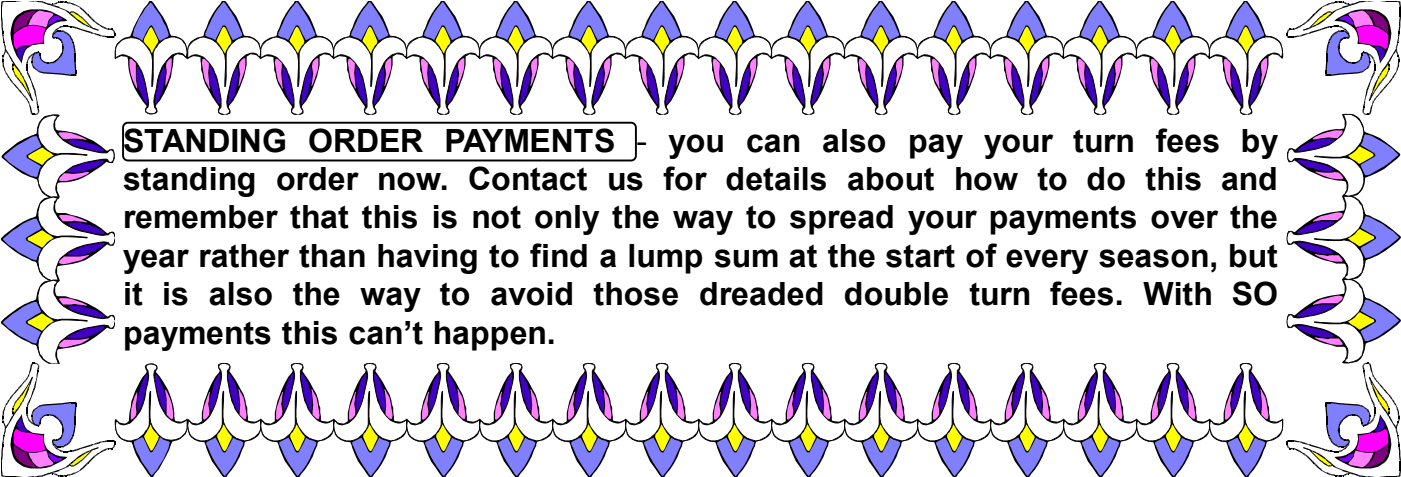
CREDIT CARD PAYMENTS

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 (virt), Chris B (virt) & Dag (Virt) are the first takers

looks like norwich again in october 2023
13-14th

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

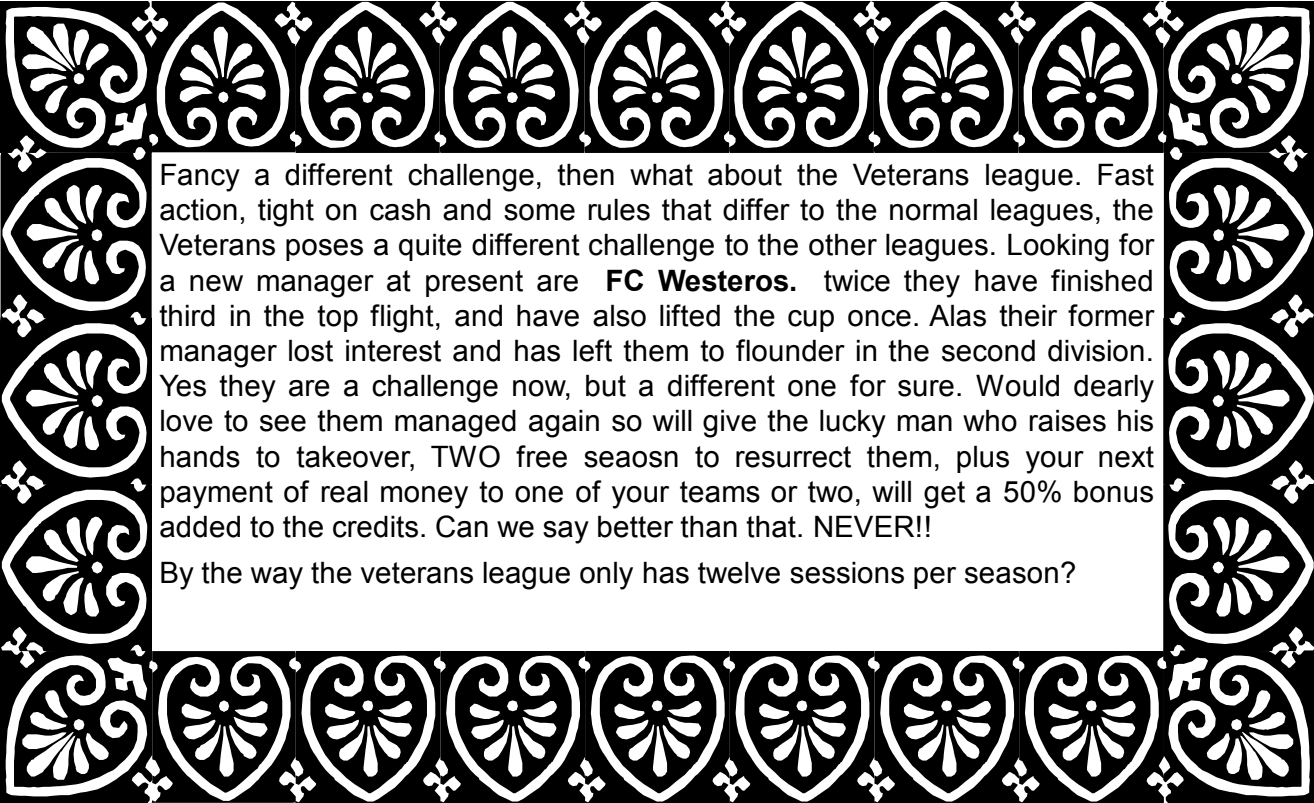
MUTTERINGS AND MEANDERINGS OF THE KA MIND

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.

**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**

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?

What about having a tilt at **Crewe Alexandra** in the Ramsey league? Near the bottom of the fourth they have a weak squad though no problem in the age department as two stars apart most of their squad are 19YO. A top rank keeper performs miracles for them. Best though this is a team to work with as they have almost 10 million in the bank. Free season here for the hot dog who takes them on?

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
