

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	10	4	0	1	12	3	3	2	0	8	2	15	23
2 HILL VALLEY	10	1	3	1	4	3	4	1	0	9	3	7	19
3 HENLEY ROVERS	10	1	1	2	6	9	5	0	1	11	2	6	19
4 BRUTUS AWAKENS	10	3	1	1	12	7	2	2	1	8	4	9	18
5 FULL THROTTLE FC	10	2	2	1	9	4	2	2	1	6	1	10	16
6 KA ROYALTY	10	2	1	2	8	7	2	1	2	3	4	0	14
7 ANDRASSY AVENUE	10	4	0	1	6	4	0	2	3	4	12	-6	14
8 CHERNOBYL	10	2	1	2	8	4	0	3	2	6	9	1	10
9 HAN SHOT FIRST	10	1	2	2	1	4	0	3	2	1	6	-8	8
10 SITH HAPPENS FC	10	1	3	1	1	2	0	1	4	0	7	-8	7
11 DYNAMO KASHYYYK	10	0	3	2	0	5	1	1	3	2	10	-13	7
12 THE FORCE	10	1	2	3	3	7	0	1	3	1	10	-13	6

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 MOSEISLEY JAWAS	10	4	1	0	6	0	2	1	2	5	6	5	20
2 JLR COMMANDOS	10	2	2	1	3	2	3	1	1	8	4	5	18
3 SMITHY ATHLETIC	10	3	1	2	8	3	2	0	2	6	5	6	16
4 TON-EIGHTY FC	10	3	1	1	11	3	1	2	2	3	6	5	15
5 PFC LUBOCRANETS	10	3	2	0	6	1	0	3	2	0	3	2	14
6 STARFIGHTER FC	10	3	2	0	4	0	0	3	2	3	6	1	14
7 MANDALORE	10	3	0	2	9	3	0	4	1	0	1	5	13
8 STAR COMMAND	10	1	2	1	4	3	2	2	2	3	7	-3	13
9 WACKY RACERS FC	10	2	2	1	9	6	1	0	4	1	7	-3	11
10 PARK STREET	10	2	2	1	6	5	0	2	3	1	12	-10	10
11 GOBAITH FC	10	2	2	1	2	1	0	0	5	1	10	-8	8
12 GALACTIC STARS	10	0	4	1	3	4	0	3	2	0	4	-5	7

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE MIGS	10	3	2	0	15	4	3	1	1	19	6	24	21
2 LEAMINGTON SPA	10	4	1	0	18	1	2	1	2	10	15	12	20
3 GALERIE BLEU FC	10	3	2	0	13	2	2	1	2	11	6	16	18
4 DARKSIDE ARTS	10	2	1	2	5	6	3	2	0	8	1	6	18
5 SEASIDE FC	10	3	2	0	16	2	1	3	1	5	5	14	17
6 BEVERAGE UTD	10	3	0	2	12	4	2	2	1	8	5	11	17
7 RPG ROVERS	10	4	0	1	17	4	1	1	3	4	11	6	16
8 MARSHFIELD ROV	10	3	1	1	10	6	1	1	3	5	6	3	14
9 CORELLA PIRATES	10	1	3	1	8	4	2	1	2	4	2	6	13
10 MEMORIAL PARK	10	0	2	3	4	7	2	1	2	18	9	6	9
11 STILE COMMON	10	1	0	5	1	24	0	0	4	0	19	-42	3
12 TUSKEN RAIDERS	10	0	0	4	0	28	0	0	6	0	34	-62	0



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Hope League - Session Eight

Season 8

TON TON UPWARDS

ROUND UP TIME

Top two both drop points again this week which allows **Brutus & Henley** to close the gap at the top. Can **Dystopia** hold on is the question with over half the season to go still.

A point at the bottom for **Dynamo** to struggle off the bottom while Chernobyl's win against **Sith** pushes the latter into the bottom three. Any of the bottom three could get out, any of the bottom five could go down as well.

No wins for the top two in the second as the leaders struggle. **Smithy** crash at home to lowly **Star Command** who pull away from the relegation zone in the process. **JLR** move back into second spot as the only team in the top six to get a win so mainly as you were with all to play for

At the bottom the Gobbies see off **Wacky** in fins style and move off the bottom. Again it is close here with winless **Galactic Stars** apart the relegation teams all look strong at home but hopeless away!!

In the third leaders **the Migs** are held at home by **Seaside**, but no wins for any of their rivals means they go clear by one point.

At the bottom the two winless teams clash with one goal separating them as **Stile** leave **Tusken** in their wake

RESULTS ROUND-UP

TEMPERATURE: Cool

Week twenty-two

DIVISION 1

DYNAMO KASHYYYK Att 28845 Pitch: Hard	0 : 0	ANDRASSY AVENUE Wind: Storm	(H - 0.7)
THE FORCE Hamill 74 Att 29737 Wind: Gale	1 : 3	HENLEY ROVERS Auton 61 Anaken baker 75,86 Pitch: Muddy	(A - 1.7)
FULL THROTTLE FC Att 31026 Pitch: Good	0 : 0	DYSTOPIA IV Wind: Gale	(H - 0.9)

CHERNOBYL
Statnik 9
Lovelace 46
bkd - Statnik (42)
Wind: Storm
Derby Game

HILL VALLEY
Zygmund 78
Att 38870
Pitch: Wet

KA ROYALTY
Att 33250*
Wind: Gale
Pitch: Wet

GOBAITH FC
Ramanujan 56
bkd - Cant (10)/
Gwynt (69)/
Rotherfield (84)/
Haul (79)
off - Rotherfield (86)
Inj - Bebe (1)

SMITHY ATHLETIC
Inj - Benni smith (1)
Att 29508
Pitch: Wet

GALACTIC STARS
Att 30704*
Wind: Storm

TON-EIGHTY FC
Westernman 38
Yule catto 77
Pitch: Good

PFC LUBOCRANETS
Humpiov 5
Lubi loub lewis 33,35
Wind: Brisk

MOSEISLEY JAWAS
Att 34178
Wind: Storm

CORELLA PIRATES
Holtonstein 60
Att 26177
Pitch: Hard

STILE COMMON
Gush 44
Att 27616
Pitch: Wet

THE MIGS
Moby dick 43
Att 33614
Pitch: Good

GALERIE BLEU FC
Ianesu 35
Putino 66
Att 26527
Pitch: Wet

MARSHFIELD ROV
Mappin 7
Pilsson 47
Wind: Gale

MEMORIAL PARK
Rhossili 59
Att 28604
Pitch: Good

2 : 0 **SITH HAPPENS FC** **(H - 0.9)**
bkd - Azalea (87)/
Daniel larsson (33)
Att 55000
Pitch: Good

1 : 1 **HAN SHOT FIRST** **(H - 0.5)**
Atris 53
Wind: Brisk

0 : 2 **BRUTUS AWAKENS** **(A - 0.9)**
Cad ballantyne 45
Ewok seamy 50

DIVISION 2

1 : 0 **WACKY RACERS FC** **(H - 0.3)**
bkd - Bowdaar (1)/
Patt (78)
Att 31464
Wind: Storm
Pitch: Muddy
Derby Game

0 : 1 **STAR COMMAND** **(H - 0.1)**
Golf 44
Wind: Storm

SEBULBA SAVES PENALTY FOR
SMITHY ATHLETIC AFTER 51 MINS

0 : 1 **JLR COMMANDOS** **(A - 0.7)**
Albert anstey 31
Pitch: Good

2 : 0 **PARK STREET** **(H - 0.7)**
Att 29580
Wind: Gale

3 : 1 **STARFIGHTER FC** **(H - 0.3)**
Jensen 60
Att 34376
Pitch: Good

0 : 0 **MANDALORE** **(H - 0.3)**
off - Jabba jensen (10)
Pitch: Good

DIVISION 3

1 : 1 **DARKSIDE ARTS** **(A - 0.3)**
Wookie 88
Wind: Gale

1 : 0 **TUSKEN RAIDERS** **(H - 1.3)**
bkd - Greedo (74)
Wind: Gale
Derby Game

1 : 1 **SEASIDE FC** **(A - 0.9)**
Sennen 63
Wind: Gale
Derby Game

2 : 2 **RPG ROVERS** **(A - 0.1)**
Xcom 47
Luiv 60
Wind: Gale

2 : 1 **LEAMINGTON SPA** **(H - 0.9)**
Linesman 15(p)
Att 23948
Pitch: Good

1 : 1 **BEVERAGE UTD** **(A - 0.5)**
Poroshenko 53
Wind: Gale

Week twenty-three

THE HOPE CUP

3rd round replay

CHERNOBYL Stjerne 43 Levytsky 58 Babbage 79 Pitch: Good	3 : 1 WACKY RACERS FC (H - 0.3) Patt 58 Att 48114 Wind: Gale
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THE HOPE LEAGUE CUP

Quarter-finals

TON-EIGHTY FC Yule catto 22,50 Att 31248 Wind: Gale Pitch: Wet	2 : 3 HILL VALLEY (A - 0.3) Uncle joey 9 Mr sandman 40 Colonel h 48
KA ROYALTY Wingov 31,57 Lili 62,86 Viking wife 86 Inj - Seamy forkbeard (6)	5 : 1 HENLEY ROVERS (H - 0.1) Hart 45 Att 29912 Wind: Storm Pitch: Muddy
DYSTOPIA IV bkd - Bao dur (10) Wind: Gale	0 : 0 CHERNOBYL (A - 0.5) Att 35944* Pitch: Wet
PFC LUBOCRANETS Lubi loub lewis 1 Wind: Gale	1 : 0 SEASIDE FC (H - 0.9) Att 37183 Pitch: Good

Week twenty-four

HOPE FRIENDLIES

ROMULUS(NL)	2 : 0 BRUTUS AWAKENS (H - 3.1)
DARKSIDE ARTS	0 : 1 MET POLICE(NL) (A - 2.7)
UXBRIDGE(NL)	2 : 0 ANDRASSY AVENUE (H - 1.5)
DYNAMO KASHYYYK	0 : 3 TELFORD UTD(NL) (A - 4.3)
ENFIELD(NL)	3 : 1 DYSTOPIA IV (H - 3.5)
FULL THROTTLE FC	2 : 0 WOKING(NL) (H - 0.9)
CARSHALTON(NL)	2 : 0 GALACTIC STARS (H - 2.1)
GALERIE BLEU FC	0 : 1 SOUTHPORT(NL) (A - 3.5)

ALFRETON TOWN(NL)	0 : 0 CORELLA PIRATES (A - 1.3)
GOBAITH FC	0 : 4 HEDNESFORD (NL) (A - 5.9)
SUTTON UTD(NL)	4 : 0 HAN SHOT FIRST (H - 2.1)
JLR COMMANDOS	0 : 1 WEYMOUTH(NL) (A - 2.1)
MARGATE(NL)	1 : 0 KA ROYALTY (H - 1.9)
MANDALORE	0 : 0 STEVENAGE(NL) (A - 2.3)
MARSHFIELD ROV	0 : 0 RUNCORN(NL) (H - 0.9)
HASTINGS UTD(NL)	4 : 0 LEAMINGTON SPA (H - 5.1)
HILL VALLEY	0 : 1 NORTHWICH(NL) (A - 3.3)
WELLING(NL)	4 : 0 MEMORIAL PARK (H - 3.7)
HENLEY ROVERS	0 : 0 KETTERING(NL) (A - 1.7)
STAFFORD(NL)	7 : 0 MOSEISLEY JAWAS (H - 5.7)
PFC LUBOCRANETS	1 : 0 SLOUGH(NL) (-)
BATH(NL)	0 : 1 PARK STREET (A - 1.7)
SEASIDE FC	0 : 1 WYCOMBE(NL) (A - 3.1)
STARFIGHTER FC	0 : 1 STOWMARKET(NL) (A - 4.9)
STAR COMMAND	2 : 1 COLWYN BAY(NL) (A - 0.3)
STILE COMMON	1 : 0 THURROCK(NL) (A - 2.5)
SMITHY ATHLETIC	0 : 0 AFC HAYES(NL) (A - 1.5)
TON-EIGHTY FC	1 : 0 DIDCOT TOWN(NL) (A - 2.1)
ALTRINCHAM(NL)	4 : 0 THE MIGS (H - 2.9)
THE FORCE	0 : 1 WROXHAM(NL) (A - 1.3)
WACKY RACERS FC	0 : 0 DROYLSDEN(NL) (A - 1.1)
TUSKEN RAIDERS	0 : 1 OXFORD CITY(NL) (A - 4.7)
STAFFORD(NL)	1 : 0 SITH HAPPENS FC (H - 4.7)
LEATHERHEAD(NL)	5 : 0 BEVERAGE UTD (H - 3.3)
RPG ROVERS	2 : 0 LEEK TOWN(NL) (A - 0.9)

WEATHER FORECAST

Temperature next session: Freezing
Predicted wind speed next session: Calm

THE HOPE CUP

Quarter-finals

Brutus Awakens v Mandalore
Chernobyl v Moseisley Jawas
Leamington Spav Henley Rovers
JLR Commandosv Hill Valley
(To be played on session ten)

THE MESSI LEAGUE CUP DRAW

Semi-finals

**(To be played on session ten ,
with replays)**
PFC Lubocranets v Hill Valley
**KA Royalty v Chernobyl or
Dystopia VI**



Some International Squads

BULGARIA INTERNATIONAL SQUAD

1) PUFFYOV	GK	19-12	PFC LUBOCRANETS
2) GRAZZ MOLC	GK	19-10	DYNAMO KASHYYYYK
3) BAZZZ	SW	18-2	P DYNAMO KASHYYYYK
4) BOBBYKA	DF	18-12	P PFC LUBOCRANETS
5) FRAZDAAG	DF	20-10	S DYNAMO KASHYYYYK
6) GORT	DF	18-5	S DYNAMO KASHYYYYK
7) MAIJAVA	DF	18-5	S PFC LUBOCRANETS
8) READOWSKA	MF/D	21-13	S PFC LUBOCRANETS
9) JARSHAG	MF/A/D	20-11	S DYNAMO KASHYYYYK
10) FRANGID	MF/A	21-12	P DYNAMO KASHYYYYK
11) HUMPIOV	MF/D	21-12	P PFC LUBOCRANETS
12) WALEZZZ	MF	19-12	P DYNAMO KASHYYYYK
13) BRIANSKA	FW	20-12	P PFC LUBOCRANETS
14) GRUVOLNAR	FW	20-10	S DYNAMO KASHYYYYK
15) TRANK	FW	21-8	P/S DYNAMO KASHYYYYK
16) CRANSKA	UT	19-12	P/S PFC LUBOCRANETS
17) MARCELETA	UT	20-9	S JLR COMMANDOS

FRANCE INTERNATIONAL SQUAD

1) PENDING	GK	21-12	WACKY RACERS FC
2) CEZANNE	GK	18-2	GALERIE BLEU FC
3) ROCHE	SW	19-11	S SMITHY ATHLETIC
4) BEZIQUE	DF	19-12	P PARK STREET
5) MONACO	DF	21-12	P/S DARKSIDE ARTS
6) GAUGUIN	DF	27-4	P GALERIE BLEU FC
7) FOUNTAIN	MF	21-8	S STILE COMMON
8) ARROW	MF	18-2	P TON-EIGHTY FC
9) VERGER	MF	19-1	P TUSKEN RAIDERS
10) SATIN	MF	18-2	P STILE COMMON
11) DELACROIX	FW	27-12	P/S GALERIE BLEU FC
12) AZALEA	FW	18-12	S THE MIGS
13) GREEDO	WG	19-10	P TUSKEN RAIDERS
14) BOBADAG	FW	20-9	S BRUTUS AWAKENS
15) XOMMANDO	FW	18-2	P CORELLA PIRATES
16) LE MANS	UT	20-8	P/S FULL THROTTLE FC
17) LOUIS LAWTON	UT	20-8	P KA ROYALTY

HOLLAND INTERNATIONAL SQUAD

1) KING BOBBY	GK	24-8	KA ROYALTY
2) BOBA VAN DIJK	SW	29-13	P THE FORCE
3) VAN DER VALK	SW	30-12	P CORELLA PIRATES
4) VAN DER WAERDEN	DF	18-12	S LEAMINGTON SPA
5) RAMPAGING WAMPAD	FW	18-12	P/S DARKSIDE ARTS
6) VAN DRIVER	DF	17-11	S THE MIGS
7) VISAS MARR	DF/A	19-9	P/S CHERNOBYL
8) JELLE KLAASEN	DF	20-9	P GALACTIC STARS
9) BROTHIEL	WG	31-12	S HILL VALLEY
10) JANSZON	FWS	19-12	S ANDRASSY AVENUE
11) VAN DUIJVENBODE	FW	21-12	S TON-EIGHTY FC
12) VAN DER VULK	FW	21-12	P CORELLA PIRATES
13) VAN BLASTEN	FWS	18-8	S GALERIE BLEU FC
14) KOOPERS	UT	19-12	P PFC LUBOCRANETS
15) BOBA KUYT	UT	18-10	P BRUTUS AWAKENS
16) CHRISTIAN KIST	UT	18-8	S TON-EIGHTY FC

SCOTLAND INTERNATIONAL SQUAD

1) FORTUNA	GK	20-13	LEAMINGTON SPA
2) WALLINGTON	GK	27-12	SEASIDE FC
3) BRAVO	SW	23-12	P/S STAR COMMAND
4) NAPIER	SW	20-9	S CHERNOBYL
5) SKYY	DF	21-13	S GALERIE BLEU FC
6) MCLAREN	DF	18-11	P SITH HAPPENS FC
7) NUTTA ONZEBUS	DF	18-2	P THE MIGS
8) MAPPIN	MF	20-12	P MARSHFIELD ROV
9) PATT	MF	21-12	S WACKY RACERS FC
10) DEEP	MF	19-10	P/S GALERIE BLEU FC
11) COLD BEER	MF	20-8	P BEVERAGE UTD
12) PLAYFAIR	MF	21-7	S STILE COMMON
13) THORNE	FW	20-12	S HENLEY ROVERS
14) YODA ARMSTRONG	FW	27-13	P GALACTIC STARS
15) DUNCAN	FW	21-12	S JLR COMMANDOS
16) MAC THE KNIFE	FW	19-11	S THE MIGS
17) COBALT	WG	22-10	S GALERIE BLEU FC



**ODENSE
MEMORIES**

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	KVIV	DYSTOPIA IV	9
2	EWOK SEAMY	BRUTUS AWAKENS	9
3	BAO DUR	DYSTOPIA IV	8
4	CAD BALLANTYNE	BRUTUS AWAKENS	8
5	COLONEL H	HILL VALLEY	6
6	NIAGARA	HENLEY ROVERS	6
7	LEVYTSKY	CHERNOBYL	6
8	STJERNE	CHERNOBYL	6

DIVISION 2

1	ALBERT ANSTEY	JLR COMMANDOS	9
2	DUNCAN	JLR COMMANDOS	8
3	KATSU	TON-EIGHTY FC	8
4	ASHIE FETT	MANDALORE	8
5	TURBO SMITH	SMITHY ATHLETIC	7
6	PORLAKSSON	WACKY RACERS FC	6
7	WESTERMAN	TON-EIGHTY FC	6
8	BERRY	MOSEISLEY JAWAS	4

DIVISION 3

1	LINESMAN	LEAMINGTON SPA	10
2	TATARU	LEAMINGTON SPA	8
3	DELACROIX	GALERIE BLEU FC	8
4	COPSE	MEMORIAL PARK	7
5	DUDA	DARKSIDE ARTS	7
6	MAC THE KNIFE	THE MIGS	7
7	CORASA	MEMORIAL PARK	6
8	ERLING	MARSHFIELD ROV	6

Consec. Away Defeats

Tusken Raiders	12 games
Stile Common	8 games
Gobaith Fc	7 games
Dynamo Kashyyyk	3 games
The Force	3 games
Sith Happens Fc	3 games
Park Street	3 games

Since An Away Defeat

Dystopia Iv	6 games
Hill Valley	6 games
Darkside Arts	6 games
Brutus Awakens	3 games
Full Throttle Fc	3 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- ROTHERFIELD [1] (GOBAITH FC) / JABBA JENSEN [3] (MANDALORE) /

PRIVATE DEALS

SEASIDE FC sold CALI (19-12 MF) to MEMORIAL PARK for 650K
All deals completed successfully!

MANAGERIAL RATINGS - CAPTAIN BONUS

TOP

SITH HAPPENS FC - 0

HILL VALLEY - 1

SMITHY ATHLETIC - 1

BOTTOM

THE MIGS - 32

STILE COMMON - 32

KA ROYALTY - 35

MANAGERIAL RATINGS

DIVISION 1

Paul Sutton - Dystopia Iv - 3

Steve Thompson - Sith Happens Fc - 4

Paul Stevens - Chernobyl - 8

DIVISION 2

Jens Jensen - Moseisley Jawas - 1

Ian Cranfield - Jlr Commandos - 2

Niel Humphries - Smithy Athletic - 6

DIVISION 3

Ian Read - Corella Pirates - 5

Gerard Molloy - Leamington Spa - 7

Paul Sutton - The Migs - 13

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) MF/G	30-10	BURCOMP MANSELL	(STARFIGHTER FC)	2377K	16	2345K

All players not shown were unsold.

AUCTION FOR SESSION NINE

NO	POS	AGE/SK	CAT	TYPE	COMMENTS
1)	MF/G	18-2	P	APP	1)
2)	MF/G	18-2	S	APP	2)
3)	MF/G	18-2	PS	APP	3)
4)	FWS	19-4	P	-	1)
5)	FWT	19-4	S	-	4)
6)	WG	19-4	PS	-	5)

1) will not sign for a first division club

2) will only sign for a first division club if he is the only MF/G on the books

3) will only sign for a first division club if his agent receives a one million fee on top of bid

4) will only sign for a first division club if he doesn't have a WG or DF/A above level six on the books

5) will sign for any club but if Div 1 he is a normal player/ Div 2 a riser/ div 3 ultra fast riser

(All players are of **TURKISH** origin and must be named accordingly)

7)	GK	19-10	-		Telford of Starfighter Fc {RES 1257k - 1% BW/ 48% CR}
8)	MF	18-12	S	SBY	Merlin of Marshfield Rov {RES 850k - 42% BW/ 55% CR}

OUT-OF-CONTRACT PLAYERS

9)	MF	20-1	0	P	-	Willow of Memorial Park {RES 400k - 59% BW/ 58% CR}
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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

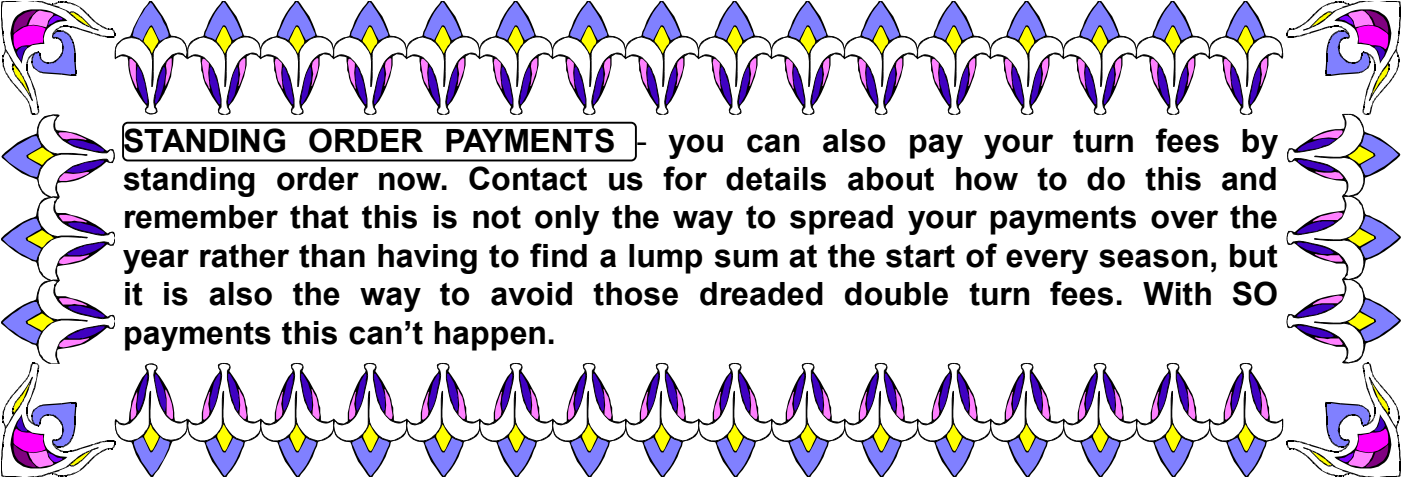
CREDIT CARD PAYMENTS

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



looks like norwich again in october 2023

13-14th

First taker Super Thommo

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.

Cosst is £22.50 for a weekend of fun and games ok



BULK PAYMENT OF TURN FEES -

remember if you pay £59.50 at one time (which can cover more than one team) you get an extra free turn credited to your account. This offer does not include shomatch/weekend or special offers monies!

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

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



JENS WHERE HE OUGHT TO BE - OUTSIDE
LOOK CLOSELY

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 expected wage rates , ie MF/A/D x3 - **Df/A X 2 / UT/WG/FWS x1.5** / GK SW X 2/ FW/MF/DF X 1

We suggest that you always add 1K to your bids

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(20K) X 3, i.e. 60K

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 6.66K
