

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 HILL VALLEY	19	5	3	1	17	6	7	2	1	22	7	26	41
2 DYSTOPIA IV	19	7	0	2	18	5	5	5	0	11	3	21	41
3 BRUTUS AWAKENS	19	7	2	1	22	8	5	2	2	11	7	18	40
4 HENLEY ROVERS	19	4	2	3	13	11	6	1	3	15	7	10	33
5 CHERNOBYL	19	5	2	3	15	6	3	4	2	14	10	13	30
6 FULL THROTTLE FC	19	3	4	2	11	6	3	4	3	14	11	8	26
7 KA ROYALTY	19	5	3	2	17	12	2	2	5	5	12	-2	26
8 ANDRASSY AVENUE	19	5	1	4	9	15	0	3	6	8	21	-19	19
9 SITH HAPPENS FC	19	2	5	3	9	8	0	2	7	0	11	-10	13
10 HAN SHOT FIRST	19	1	5	3	2	6	0	5	5	1	12	-15	13
11 THE FORCE	19	1	4	4	4	13	1	3	6	7	23	-25	13
12 DYNAMO KASHYYYK	19	0	4	6	2	19	2	2	5	7	15	-25	12

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 JLR COMMANDOS	19	4	3	2	10	7	5	3	2	13	7	9	33
2 MOSEISLEY JAWAS	19	6	3	1	9	1	3	3	3	8	9	7	33
3 STAR COMMAND	19	3	4	2	6	4	4	4	2	7	7	2	29
4 TON-EIGHTY FC	19	5	4	1	14	4	2	3	4	8	10	8	28
5 PFC LUBOCRANETS	19	5	3	1	9	2	1	7	2	2	4	5	28
6 MANDALORE	19	5	3	2	12	4	1	5	3	2	4	6	26
7 SMITHY ATHLETIC	19	4	3	2	10	4	2	4	4	6	7	5	25
8 STARFIGHTER FC	19	4	5	0	8	3	0	5	5	4	10	-1	22
9 WACKY RACERS FC	19	4	3	3	14	11	1	1	7	3	12	-6	19
10 GOBAITH FC	19	2	6	2	2	2	1	3	5	2	10	-8	18
11 GALACTIC STARS	19	2	6	1	6	5	0	6	4	1	13	-11	18
12 PARK STREET	19	3	4	3	12	11	0	3	6	2	19	-16	16

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 LEAMINGTON SPA	19	7	2	0	28	5	4	4	2	17	15	25	39
2 SEASIDE FC	19	5	4	0	23	3	4	4	2	17	8	29	35
3 THE MIGS	19	5	3	1	24	7	4	3	3	26	15	28	33
4 CORELLA PIRATES	19	3	6	1	17	5	5	2	2	21	4	29	32
5 DARKSIDE ARTS	19	5	3	2	15	7	3	5	1	9	3	14	32
6 GALERIE BLEU FC	19	3	5	2	14	7	4	2	3	22	11	18	28
7 MARSHFIELD ROV	19	6	2	1	21	7	1	5	4	6	9	11	28
8 BEVERAGE UTD	19	5	2	3	23	10	2	4	3	9	9	13	27
9 MEMORIAL PARK	19	3	3	4	23	14	4	1	4	24	19	14	25
10 RPG ROVERS	19	5	2	3	24	14	2	2	5	12	20	2	25
11 STILE COMMON	19	1	0	8	1	39	0	0	10	0	43	-81	3
12 TUSKEN RAIDERS	19	1	0	8	2	50	0	0	10	5	59	-102	3



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Hope League - Session Fourteen

Season 8

ROUND UP TIME

And so the wheel keeps turning. This week it is the time of champs **Hill Valley** to go back to the top as **Dystopia** stumble against struggling **Sith**. One point in what must be the tightest division one title fight in history. Have to say that the champs have a really tough last three matches including the visit of Mr Sutton's minions. Money on **Brutus** to be honest looking at the fixtures.

Even tighter at the bottom with one point covering four sides. **Sith** were the only side to pick up a point this session. No predictions from me on who will escape.

Star Command keep on coming in the second divvie. Into the top three and looking as if they might clinch a spot Still all to play for here. Three teams covered by one point in the tight battle . Looking likely to by champs **JLR** might hold the key as they play two of the promotion aspirants.

Tightens up again at the bottom. **Gobaith & Galactic** both pick up a point So all to play for still for four teams.

In the third **Corella** slip into the top three, now they have slipped out as **the Migs** leapfrog them into third spot. As everywhere in this league tight for probably the last promotion spot. **Migs** clash with **Corella** next session which might decide things, but....

Congrats to **Hill Valley**, might not lift the title again and out of the Cup this week, but retain the league Cup with an emphatic win over **Chernobyl**

CHERNOBYL ONE SHOT LEFT

RESULTS ROUND-UP

TEMPERATURE: Cool

Week forty

DIVISION 1

DYNAMO KASHYYYYK Att 33935 Wind: Light Pitch: Muddy	0 : 5 HILL VALLEY Colonel h 10 Uncle joey 11 Mr sandman 13 Zygmund 17 Yarmy 23(p)	(A - 1.5)
BRUTUS AWAKENS Jens ze yoda 21 Ewok seamy 27 Ewok ash 31 Inj - Ash the hut (1)	3 : 0 HAN SHOT FIRST Att 36000* Wind: Light Pitch: Hard	(H - 0.7)
CHERNOBYL Levytsky 23 Wind: Light	1 : 0 FULL THROTTLE FC Att 51337 Pitch: Muddy	(A - 0.3)
ANDRASSY AVENUE Att 26941 Wind: Light	0 : 1 HENLEY ROVERS Thorne 51 Pitch: Muddy	(A - 0.5)
SITH HAPPENS FC bkd - Jens snootles (87) off - Azalea (17) Pitch: Good	0 : 0 DYSTOPIA IV Att 36867 Wind: Brisk	(A - 1.3)
KA ROYALTY King robelewis 17 Wingov 28 Jester molloy 40 Kaiser jens 62 Pitch: Good	4 : 2 THE FORCE Eisley 43 Brutus lewis 69 Att 30772 Wind: Light	(H - 2.1)

DIVISION 2

GOBAITH FC Att 30904 Wind: Light	0 : 0 PFC LUBOCRANETS bkd - Texasova (82) Pitch: Good	(H - 0.3)
MANDALORE Holbaek 55(og) bkd - Lord helmet (7) Att 42858 Pitch: Muddy	1 : 0 STARFIGHTER FC bkd - Holbaek (15)/ Burcomp mansell (46) Wind: Light *Derby Game*	(A - 0.7)
TON-EIGHTY FC Att 28004 Pitch: Good	0 : 0 GALACTIC STARS Wind: Light	(H - 0.7)
WACKY RACERS FC Att 32694 Wind: Light Pitch: Muddy	0 : 3 STAR COMMAND Emperor dempsey 9,51 Jar jar hudson 60	(A - 0.7)
PARK STREET Att 32900* Wind: Light Pitch: Good	0 : 2 JLR COMMANDOS Darth cheese 60 Thuan 81	(A - 1.3)
MOSEISLEY JAWAS Sebulba 78(og) off - Binns (54) Wind: Calm	1 : 0 SMITHY ATHLETIC bkd - Roche (72) Att 30126 Pitch: Hard	(H - 0.1)

DIVISION 3

CORELLA PIRATES Van der vulk 29 Att 24601 Pitch: Good	1 : 1 MARSHFIELD ROV Erling 4 Wind: Light	(A - 0.3)
BEVERAGE UTD Att 32392 Pitch: Good	0 : 0 LEAMINGTON SPA Wind: Light	(H - 0.7)
GALERIE BLEU FC Att 29792 Wind: Light Pitch: Good	0 : 2 THE MIGS Azalea 38 Senna 65	(-)

DARKSIDE ARTS
Dryden vos 4
Rampaging wampa 33
Duda 78,83
off - Gardulla hutt (50)/
Frobsiher smith (64)

RPG ROVERS
Bale 68
Att 25827
Wind: Light
Pitch: Good

MEMORIAL PARK
Copse 2,26
Ngolo 24
Corasa 53
Mawenzi 76
Ratt 79

4 : 0 TUSKEN RAIDERS (H - 2.3)
bkd - Hanh (49)
Att 32832
Wind: Light
Pitch: Hard
Derby Game

1 : 2 SEASIDE FC (A - 0.9)
Deporov 46
Torian cadera 51
bkd - Deporov (45)

6 : 0 STILE COMMON (H - 4.1)
Att 26831
Wind: Light
Pitch: Good

Week forty-one

THE HOPE CUP

Semi-finals

BRUTUS AWAKENS 0 : 0 CHERNOBYL (A - 0.5)
Att 60038
Pitch: Good
Wind: Light

HENLEY ROVERS 1 : 0 HILL VALLEY (A - 0.3)
Hart 19
Att 35424
Pitch: Good
Wind: Light

THE HOPE TROPHY

Semi-finals

WACKY RACERS FC 0 : 2 BEVERAGE UTD (A - 0.3)
bkd - Mean (24)
Att 32808
Wind: Light
Pitch: Muddy

Mimikyu 11
Kiex 62
bkd - Tea (57)

UGG SAVES PENALTY FOR WACKY
RACERS FC AFTER 3 MINS

LEAMINGTON SPA 4 : 3 STAR COMMAND (A - 1.9)
Tataru 88
Hanson 106,115
Tykytiuk 109
bkd - Dougall (1)
Wind: Light

Emperor dempsey 23(p) [AET]
Draculesti 95
Bravo 116
Att 32029
Pitch: Muddy

THE HOPE LEAGUE CUP

HILL VALLEY 3 : 0 CHERNOBYL (A - 0.3)
Rhinestone 5
Uncle joey 59
Zygmund 84

Att 52053
Wind: Brisk
Pitch: Muddy

HOPE FRIENDLIES

MARGATE(NL) 0 : 1 DYSTOPIA IV (A - 0.1)
STEVENAGE(NL) 8 : 0 GALERIE BLEU FC (H - 2.7)
RUNCORN(NL) 0 : 7 CORELLA PIRATES (A - 2.9)
BRUTUS AWAKENS 1 : 2 HASTINGS UTD(NL) (A - 0.3)
NORTHWICH(NL) 3 : 5 LEAMINGTON SPA (A - 1.1)
MANDALORE 3 : 1 WELLING(NL) (A - 0.1)
JLR COMMANDOS 6 : 3 KETTERING(NL) (H - 1.5)
STAFFORD(NL) 4 : 1 HAN SHOT FIRST (A - 1.1)
SLOUGH(NL) 0 : 1 MARSHFIELD ROV (A - 2.3)
PARK STREET 6 : 1 BATH(NL) (H - 2.3)
WYCOMBE(NL) 3 : 2 SITH HAPPENS FC (A - 1.7)
SEASIDE FC 3 : 1 STOWMARKET(NL) (H - 0.1)
COLWYN BAY(NL) 2 : 2 STARFIGHTER FC (A - 0.5)
THE MIGS 7 : 2 THURROCK(NL) (H - 0.3)
THE FORCE 0 : 3 AFC HAYES(NL) (A - 0.7)
DIDCOT TOWN(NL) 2 : 2 WACKY RACERS FC (A - 1.5)
TUSKEN RAIDERS 2 : 3 ALTRINCHAM(NL) (A - 2.5)
WROXHAM(NL) 5 : 5 STAR COMMAND (A - 1.1)
DROYLSDEN(NL) 3 : 2 DYNAMO KASHYYK (H - 0.9)
OXFORD CITY(NL) 0 : 0 MOSEISLEY JAWAS (H - 0.9)
STAFFORD(NL) 1 : 3 RPG ROVERS (H - 0.9)
LEATHERHEAD(NL) 8 : 1 PFC LUBOCRANETS (H - 2.3)

WEATHER FORECAST

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



STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	LEVYTSKY	CHERNOBYL	14
2	ZYGMUND	HILL VALLEY	12
3	EWOK SEAMY	BRUTUS AWAKENS	12
4	KVIV	DYSTOPIA IV	11
5	COLONEL H	HILL VALLEY	10
6	STJERNE	CHERNOBYL	9
7	BAO DUR	DYSTOPIA IV	8
8	ERIK LUNDGREN	FULL THROTTLE FC	8

DIVISION 2

1	DUNCAN	JLR COMMANDOS	10
2	EMPEROR DEMPSEY	STAR COMMAND	9
3	ALBERT ANSTEY	JLR COMMANDOS	9
4	ASHIE FETT	MANDALORE	9
5	PORLAKSSON	WACKY RACERS FC	8
6	KATSU	TON-EIGHTY FC	8
7	CAD BALLANTYNE	GALACTIC STARS	8
8	TUSHKANOVA	STARFIGHTER FC	7

DIVISION 3

1	CORASA	MEMORIAL PARK	14
2	TATARU	LEAMINGTON SPA	13
3	COPSE	MEMORIAL PARK	12
4	RATT	MEMORIAL PARK	12
5	WALTER ROHRL	MEMORIAL PARK	11
6	LINESMAN	LEAMINGTON SPA	11
7	DUDA	DARKSIDE ARTS	11
8	DELACROIX	GALERIE BLEU FC	11

Since A Home Draw

Dystopia Iv	14 games
Tusken Raiders	13 games
Stile Common	11 games
Dynamo Kashyyyk	4 games
Chernobyl	4 games
Hill Valley	4 games

Since An Away Draw

Tusken Raiders	16 games
Stile Common	14 games
Memorial Park	6 games
Brutus Awakens	5 games
Sith Happens Fc	3 games
Henley Rovers	3 games
Ka Royalty	3 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- AZALEA [3] (SITH HAPPENS FC) / BINNS [1] (MOSEISLEY JAWAS) / FROBSIHER SMITH [1] (DARKSIDE ARTS) / GARDULLA HUTT [3] (DARKSIDE ARTS) /

MANAGERIAL RATINGS - CASH

TOP

STILE COMMON - 0

TUSKEN RAIDERS - 3

LEAMINGTON SPA - 6

BOTTOM

STARFIGHTER FC - 99

PFC LUBOCRANETS - 102

GALERIE BLEU FC - 105

MANAGERIAL RATINGS - DPS

TOP

GALACTIC STARS - 0

STILE COMMON - 0

THE MIGS - 0

BOTTOM

DYSTOPIA IV - 99

MANDALORE - 102

PFC LUBOCRANETS - 105

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

HILL VALLEY - 0

STARFIGHTER FC - 3

BRUTUS AWAKENS - 6

BOTTOM

GALERIE BLEU FC - 99

STILE COMMON - 102

TUSKEN RAIDERS - 105

Consec. Away Draws

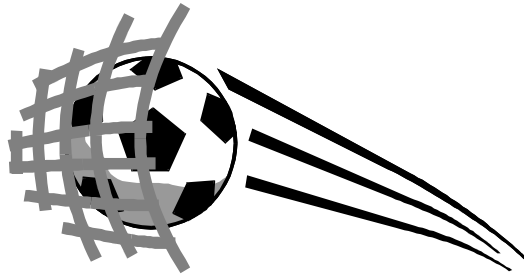
Marshfield Rov	4 games
Gobaith Fc	3 games
Dystopia Iv	2 games

AUCTION PAGE

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

IE NOW

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:-

<u>SESSIONS</u>	<u>MIN LEVEL</u>
1 to 3	5
4 to 5	6
6 to 8	7
9 to 10	8
11+	9

These are also the same levels which decide whether a player will go straight to N/L when out of contract rather than being put into the auction

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

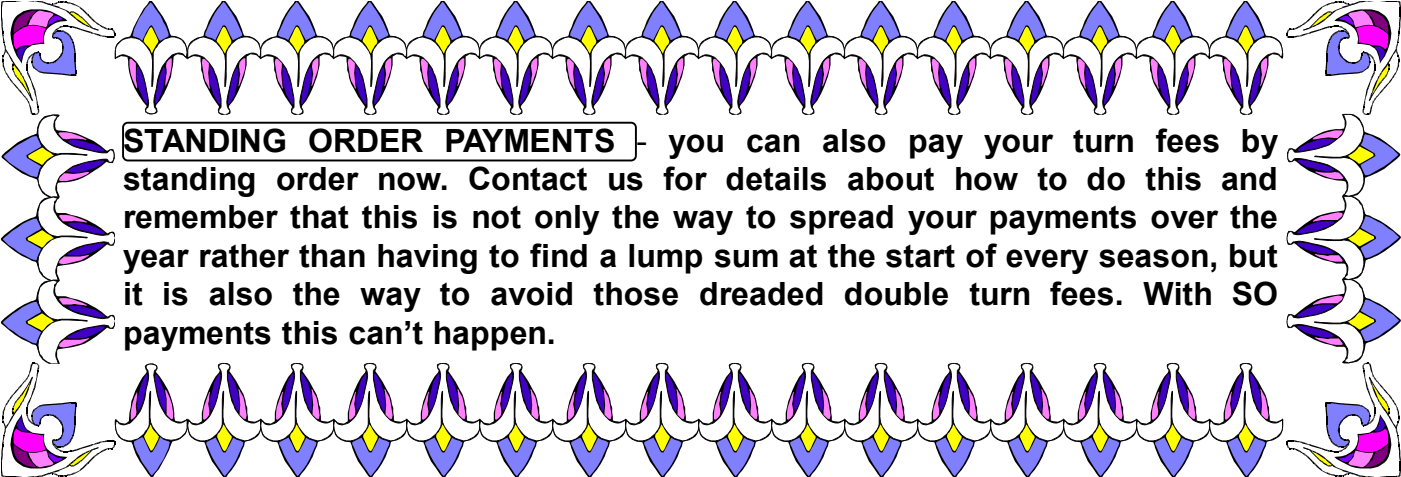
CREDIT CARD PAYMENTS

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

Cost £40, more details in due course

First taker is 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



FUTURE WEEKENDS

Spring next years looks like we may well be back in Glasgow

Autumn next year could be back in Sunny Galway

2025 back to Denmark perhaps, Copenhagen even



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



AFTER A LONG, LONG KICKABOUT DAY IN SUNNY ODENSE

MANAGERS NEEDED

SPECIAL OFFER

It isn't often that a decent team comes available, along with oodles of cash to spend. Well in Clough division three side **Castle Duloc**, there comes a team who have a decent base to build on plus cash in the bank.

The Castle are currently sixth in division three , perhaps still with an outside chance of promotion, and definitely would have been real promotion candidates if managed all season long.

What have these boys got to offer then. Well 7.5 million in the bank. Fours stars in their ranks, plus other good players Inc. a 24.7 MF/D & a 1907 MF/G RISER

Plenty to work with here, plus a good GK AND three risers in their ranks.

MUTTERINGS AND MEANDERINGS OF THE KA MIND

ESPECIALLY FOR WARWICK

Why does my FWT not work even when playing with a WG(Best option) or a DFA (not quite as good). Simple answer if that he will only get you those crucial extra shots if you opponent is not playing a Sweeper. the sweeper automatically latches onto the FWT and tries to stop him playing. This depends though on the relative levels of the players involved. A level two SW will get blown away by a level 12 FWT etc.

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
