

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	21	6	3	1	20	7	8	2	1	23	7	29	47
2 BRUTUS AWAKENS	21	8	2	1	28	9	6	2	2	16	7	28	46
3 DYSTOPIA IV	21	7	1	2	19	6	5	5	1	12	6	19	42
4 HENLEY ROVERS	21	4	2	4	13	12	7	1	3	18	7	12	36
5 CHERNOBYL	21	5	2	3	15	6	4	5	2	21	11	19	34
6 FULL THROTTLE FC	21	4	4	3	13	9	3	4	3	14	11	7	29
7 KA ROYALTY	21	5	3	2	17	12	2	3	6	6	18	-7	27
8 HAN SHOT FIRST	21	3	5	3	9	6	0	5	5	1	12	-8	19
9 ANDRASSY AVENUE	21	5	1	5	9	21	0	3	7	8	26	-30	19
10 SITH HAPPENS FC	21	2	5	3	9	8	0	3	8	0	13	-12	14
11 THE FORCE	21	1	5	5	4	18	1	3	6	7	23	-30	14
12 DYNAMO KASHYYYK	21	0	5	6	2	19	2	2	6	7	17	-27	13

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 JLR COMMANDOS	21	5	3	2	12	8	5	3	3	13	9	8	36
2 MOSEISLEY JAWAS	21	6	3	1	9	1	3	5	3	8	9	7	35
3 STAR COMMAND	21	3	5	2	6	4	5	4	2	8	7	3	33
4 PFC LUBOCRANETS	21	6	3	1	11	2	1	8	2	2	4	7	32
5 SMITHY ATHLETIC	21	5	4	2	12	5	2	4	4	6	7	6	29
6 MANDALORE	21	5	4	2	12	4	1	6	3	2	4	6	28
7 TON-EIGHTY FC	21	5	4	1	14	4	2	3	6	9	15	4	28
8 STARFIGHTER FC	21	5	6	0	9	3	0	5	5	4	10	0	26
9 WACKY RACERS FC	21	5	3	3	17	11	1	2	7	3	12	-3	23
10 GALACTIC STARS	21	3	6	2	9	7	0	6	4	1	13	-10	21
11 GOBAITH FC	21	2	7	2	2	2	1	3	6	3	13	-10	19
12 PARK STREET	21	3	4	3	12	11	0	3	8	3	22	-18	16

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 LEAMINGTON SPA	21	9	2	0	35	7	4	4	2	17	15	30	45
2 SEASIDE FC	21	6	4	0	26	3	4	5	2	17	8	32	39
3 THE MIGS	21	7	3	1	27	7	4	3	3	26	15	31	39
4 DARKSIDE ARTS	21	5	4	2	15	7	3	5	2	9	6	11	33
5 CORELLA PIRATES	21	3	6	2	17	7	5	2	3	21	6	25	32
6 MARSHFIELD ROV	21	6	3	1	21	7	2	5	4	8	10	12	32
7 MEMORIAL PARK	21	3	3	4	23	14	6	1	4	30	21	18	31
8 BEVERAGE UTD	21	5	2	4	25	14	3	4	3	14	9	16	30
9 GALERIE BLEU FC	21	3	5	2	14	7	4	3	4	22	14	15	29
10 RPG ROVERS	21	5	2	3	24	14	2	3	6	15	25	0	26
11 STILE COMMON	21	1	1	9	2	45	0	0	10	0	43	-86	4
12 TUSKEN RAIDERS	21	1	0	9	3	52	0	0	11	5	60	-104	3



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Hope League - Session Fifteen

Season 8

ROUND UP TIME

Bad session for **Dystopia** as their hopes go up in flames with just one point out of six gathered, great one for goal crazy **Brutus** with two goal-filled victories, BUT sitting in his Turkish hideout manager BARRETT must be quietly confident of retaining the crown now as he wins both games. Only, a last game home encounter with midtable **Throttle** stands between him and a second successive title. Go Baddad!!

Great session for former champs **Han Shot First**. two wins at crucial times and relegation staved off Into the relegation zone go **Sith Happens** and relegation is assured for them as all sorts itself out with the fine Han session.

Nobody can strike a blow in the second with the top two dropping points. This allows **Star Command** to close up. Three teams still in it therefore behind already promoted **JLR. PFC Lubocranets** might have to give best though as both **Command & Jawas** look as if they have final day games that are winnable.

At the bottom **Gobaith** are down. **Galactic Stars** still have a chance of avoiding the drop BUT both they and the **Wacky** men have tough away final games against top three sides.

Division three promotion decide as **The Migs** win the crucial encounter against **Corella Pirates** to ensure their promotion.

Another KO defeat for **Chernobyl** as **Brutus** finally get through in the Cup semi-final replays

Congrats to Slaty Molloy as **Leamington** lift the Trophy but perhaps his name ought to be Lucky Molloy!!

JLR BACK WHERE THEY BELONG

RESULTS ROUND-UP

TEMPERATURE: Cool

Week forty--three

DIVISION 1

BRUTUS AWAKENS Seamy skywalker 13 Jens ze yoda 13 Cranyoda 14,87 Ashy fett 71 Boba kuyt 84	6 : 1 KA ROYALTY (H - 0.9) Jester molloy 29 Att 36000* Wind: Light Pitch: Good
THE FORCE Att 32623 Pitch: Muddy	0 : 0 SITH HAPPENS FC (A - 4.3) Wind: Light
FULL THROTTLE FC Erik lundgren 42 Jedha 56 Pitch: Good	2 : 0 DYNAMO KASHYYYK (H - 1.1) Att 30079 Wind: Light
DYSTOPIA IV Darth morten 18 Att 35944* Wind: Light	1 : 1 CHERNOBYL (H - 0.5) Lovelace 80 Inj - Bearadi (1) Pitch: Good
HAN SHOT FIRST Calo nord 13,26,74 Ashara zavros 47,66 Wind: Light	5 : 0 ANDRASSY AVENUE (H - 1.7) bkd - Murasaki (43) Att 37631 Pitch: Good
HENLEY ROVERS Att 33405 Wind: Brisk Pitch: Good	0 : 1 HILL VALLEY (H - 0.5) Yarmy 52 Inj - Colonel h (1)

DIVISION 2

MANDALORE Att 36838 Pitch: Good	0 : 0 MOSEISLEY JAWAS (A - 0.1) Wind: Light
SMITHY ATHLETIC Darth darth 23 John smith 85 Wind: Light	2 : 1 PARK STREET (H - 0.1) Aldous huxley 86 Att 29547 Pitch: Good
GALACTIC STARS Jelle klaasen 20,75 Akin 86 Wind: Light	3 : 1 GOBAITH FC (A - 0.1) Gwynt 71 Att 25343 Pitch: Good
JLR COMMANDOS Albert anstey 71 Guardz 78 Wind: Brisk *Derby Game*	2 : 1 TON-EIGHTY FC (H - 0.5) Laszlo kadar 20 Att 53605 Pitch: Good

VOLTAGE CROSS SAVES PENALTY FOR TON-EIGHTY
FC AFTER 74 MINS

STARFIGHTER FC Att 30491 Pitch: Good	0 : 0 WACKY RACERS FC (H - 0.7) Wind: Light
STAR COMMAND bkd - Han solo (7) Wind: Light	0 : 0 PFC LUBOCRANETS (H - 0.7) Att 33852* Pitch: Good

DIVISION 3

BEVERAGE UTD Gorilka 12 Binks jensen 71 Att 32086 Wind: Calm Pitch: Good	2 : 4 MEMORIAL PARK (H - 0.7) Ngolo 4 Cali 18 Corasa 32 Walter rohr 39
STILE COMMON Tuskan 42 Att 22415 Pitch: Muddy	1 : 1 RPG ROVERS (A - 3.7) Liuv 34 Wind: Light
THE MIGS Mac the knife 26,80 Wind: Light	2 : 0 CORELLA PIRATES (H - 0.3) Att 29642 Pitch: Wet

SEASIDE FC Beeson 1,87 Chane 78 bkd - Chane (58)	3 : 0	GALERIE BLEU FC Att 32270 Wind: Light Pitch: Muddy	(H - 0.7)
LEAMINGTON SPA Linesman 33,34,78 Wind: Light	3 : 0	DARKSIDE ARTS Att 31766 Pitch: Wet	(H - 0.7)
TUSKEN RAIDERS Ahsoka tano 79 Att 21300 Wind: Calm Pitch: Wet	1 : 2	MARSHFIELD ROV Newson 18 Jonkoping 62 bkd - Newson (16) off - Erikson (28)	(A - 1.9)

Week forty-four

DIVISION 1

DYNAMO KASHYYYK off - Gruvolar (14) Att 35000 Pitch: Wet	0 : 0	KA ROYALTY bkd - Khufu smith (71) Wind: Light *Derby Game*	(A - 0.1)
THE FORCE Att 37178* Wind: Light Pitch: Hard	0 : 5	BRUTUS AWAKENS Jens ze yoda 12 Jabba jensen 26,85 Ruski kiler 44 Leia laudrup 56	(A - 2.9)
FULL THROTTLE FC bkd - Calo nord (4) Att 35766 Wind: Light Pitch: Wet *Derby Game*	0 : 3	HENLEY ROVERS Hobbs 36(p) Dobromyslova 36 Thorne 88 Inj - Thorne (1)	(H - 0.1)
ANDRASSY AVENUE Att 29309* Wind: Light Pitch: Wet	0 : 6	CHERNOBYL Organa 1 Levytsky 5,5,32 Lovelace 31 Malvern 31	(A - 1.5)
HAN SHOT FIRST Carth onasi 47 Calo nord 56 Wind: Light	2 : 0	SITH HAPPENS FC bkd - Daniel larsson (81) Att 42395 Pitch: Good	(H - 1.1)
HILL VALLEY Sergei 37 Colonel h 48 Doc 90 Pitch: Muddy	3 : 1	DYSTOPIA IV Kviv 77(p) Att 39704 Wind: Light	(H - 0.5)

DIVISION 2

GOBAITH FC Att 27101 Wind: Light	0 : 0	MOSEISLEY JAWAS bkd - Berry (86) Pitch: Good	(A - 0.1)
SMITHY ATHLETIC bkd - Darth dath (9) off - Darth dath (40) Att 38025 Pitch: Muddy	0 : 0	MANDALORE bkd - Rob fortuna (9) off - Eusebiyoda (45) Wind: Light *Derby Game*	(A - 0.5)
GALACTIC STARS Att 30704 Wind: Calm *Derby Game*	0 : 1	STAR COMMAND Monza 40 Pitch: Good	(A - 0.7)
WACKY RACERS FC Patt 34 Baldurs gate 61 Mean 72	3 : 0	TON-EIGHTY FC Att 33629 Wind: Light Pitch: Wet	(H - 0.1)
STARFIGHTER FC Lyme-regis 57 Att 28473 Pitch: Wet	1 : 0	PARK STREET off - Casey jones (33) Wind: Light	(H - 1.3)
PFC LUBOCRANETS Brianska 18 Humpiov 37 Pitch: Wet	2 : 0	JLR COMMANDOS Att 45889 Wind: Light	(H - 0.7)

DIVISION 3

CORELLA PIRATES Att 27048 Wind: Light Pitch: Wet	0 : 2	MEMORIAL PARK Ratt 34 Walter rohrl 61	(H - 0.5)
STILE COMMON Att 26116 Wind: Light	0 : 5	BEVERAGE UTD Binks jensen 5 Water 33	(A - 3.9)

Pitch: Good

Petrescu 48
Gorilka 70
Tea 78

THE MIGS Crazy eight 50 Wind: Calm	1 : 0	TUSKEN RAIDERS Att 28129 Pitch: Good	(H - 2.1)
DARKSIDE ARTS Att 30196 Pitch: Good	0 : 0	GALERIE BLEU FC Wind: Light	(A - 0.7)
LEAMINGTON SPA Hanson 17 Linesman 38,84 Tyktyiuk 61 Wind: Light	4 : 2	RPG ROVERS Wow 55 Liuv 84 Att 28899 Pitch: Good	(H - 0.5)
MARSHFIELD ROV Att 26090 Pitch: Hard	0 : 0	SEASIDE FC Wind: Light	(A - 0.1)

Week forty-five

THE HOPE CUP

Semi-final Replay

CHERNOBYL Att 61312 Wind: Light Pitch: Good	0 : 1	BRUTUS AWAKENS Ashy fett 94 bkd - Brutus fett (99)	(H - 0.1) [AET]
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THE HOPE TROPHY

FINAL

BEVERAGE UTD Att 33261 Wind: Light Pitch: Wet	0 : 4	LEAMINGTON SPA Dougall 14 Hanson 53 Seamy mc yoda 64 Van der waerden 68	(H - 0.3)
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HOPE FRIENDLIES

SLOUGH(NL)	2 : 4	DYNAMO KASHYYYK	(H - 0.3)
DARKSIDE ARTS	2 : 4	BATH(NL)	(H - 0.7)
WYCOMBE(NL)	0 : 4	CORELLA PIRATES	(A - 2.7)
GOBAITH FC	5 : 1	STOWMARKET(NL)	(H - 1.5)
HAN SHOT FIRST	2 : 6	COLWYN BAY(NL)	(H - 1.3)
THURSHOT(NL)	0 : 3	MARSHFIELD ROV	(A - 3.3)
HILL VALLEY	0 : 0	AFC HAYES(NL)	(H - 0.3)
DIDCOT TOWN(NL)	3 : 2	JLR COMMANDOS	(A - 1.3)
PFC LUBOCRANETS	2 : 4	ALTRINCHAM(NL)	(-)
WROXHAM(NL)	3 : 6	WACKY RACERS FC	(A - 1.3)
THE FORCE	0 : 0	DROYLSDEN(NL)	(H - 0.7)
OXFORD CITY(NL)	1 : 4	STAR COMMAND	(A - 0.7)
STARFIGHTER FC	4 : 1	STAFFORD(NL)	(H - 1.7)
LEATHERHEAD(NL)	1 : 4	SITH HAPPENS FC	(A - 1.7)
TUSKEN RAIDERS	1 : 2	LEEK TOWN(NL)	(A - 1.1)
HERNE BAY(NL)	1 : 1	RPG ROVERS	(A - 0.1)

WEATHER FORECAST

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

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	LEVYTSKY	CHERNOBYL	17
2	ZYGMUND	HILL VALLEY	12
3	KVIV	DYSTOPIA IV	12
4	EWOK SEAMY	BRUTUS AWAKENS	12
5	COLONEL H	HILL VALLEY	11
6	STJERNE	CHERNOBYL	9
7	ERIK LUNDGREN	FULL THROTTLE FC	9
8	JENS ZE YODA	BRUTUS AWAKENS	9

DIVISION 2

1	DUNCAN	JLR COMMANDOS	10
2	ALBERT ANSTEY	JLR COMMANDOS	10
3	EMPEROR DEMPSEY	STAR COMMAND	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	LINESMAN	LEAMINGTON SPA	16
2	CORASA	MEMORIAL PARK	15
3	WALTER ROHRL	MEMORIAL PARK	13
4	RATT	MEMORIAL PARK	13
5	TATARU	LEAMINGTON SPA	13
6	COPSE	MEMORIAL PARK	12
7	DUDA	DARKSIDE ARTS	11
8	DELACROIX	GALERIE BLEU FC	11

Since a Home Defeat

Seaside Fc	20 games
Leamington Spa	16 games
Starfighter Fc	13 games
Brutus Awakens	10 games
Darkside Arts	9 games
Mandalore	8 games
Ton-eighty Fc	7 games

Consec. Away Defeats

Tusken Raiders	17 games
Stile Common	14 games
Park Street	5 games
Ton-eighty Fc	4 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- GRUVOLNAR [1] (DYNAMO KASHYYYK) / ROB FORTUNA [1] (MANDALORE) / EUSEBIOYODA [1] (MANDALORE) / DARTH DARTH [1] (SMITHY ATHLETIC) / CASEY JONES [3] (PARK STREET) / ERIKSON [4] (MARSHFIELD ROV) /

MANAGERIAL RATINGS - SQUAD AGE

TOP

TUSKEN RAIDERS - 0

STILE COMMON - 3

DARKSIDE ARTS - 6

BOTTOM

HILL VALLEY - 99

STARFIGHTER FC - 102

THE FORCE - 105

MANAGERIAL RATINGS - ATTENDANCE

TOP

CHERNOBYL - 0

BRUTUS AWAKENS - 2

JLR COMMANDOS - 4

BOTTOM

MARSHFIELD ROV - 66

RPG ROVERS - 68

TUSKEN RAIDERS - 70

MANAGERIAL RATINGS - MPS

TOP

THE FORCE - 0

SMITHY ATHLETIC - 2

SITH HAPPENS FC - 4

BOTTOM

ANDRASSY AVENUE - 40

CHERNOBYL - 40

DYNAMO KASHYYYK - 40

Consec. Home Defeats

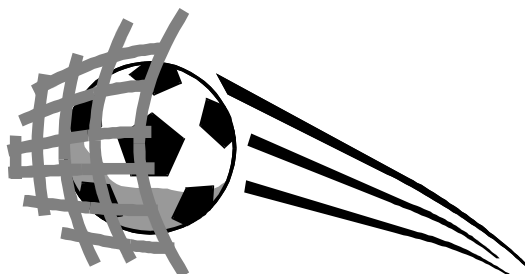
Tusken Raiders	5 games
Andrassy Avenue	3 games

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

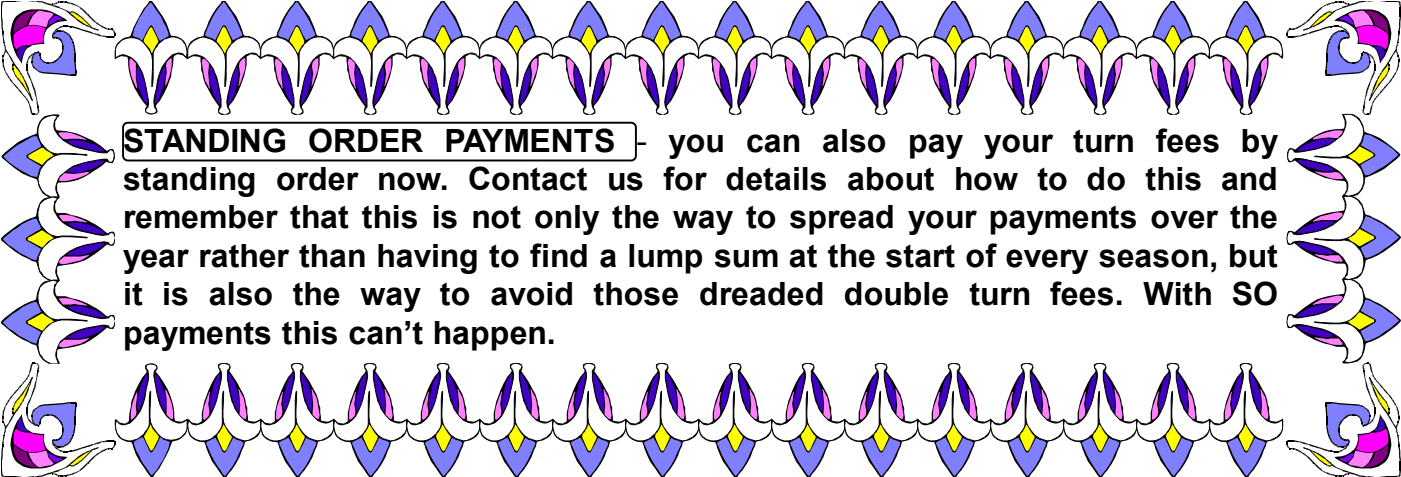
CREDIT CARD PAYMENTS

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**



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
