

RESULTS ROUND-UP

TEMPERATURE: Warm

Week Forty

DIVISION 1

SILENT RUNNING bkd - Lilongwe (79) Att 43000 Wind: Brisk Pitch: Good	0 : 2 STALIN CITY (A - 0.7) Kursk 42 Laudrup 86 bkd - Schildt (74) *Derby Game*
RED STAR UNITED Lartrigue 3 Lewis 14 Gaborone 72 bkd - Scrumpy (76) Pitch: Good	3 : 2 NEW LORDS (H - 0.3) Pascal 42,52 off - Penda (45) Att 55895 Wind: Brisk *Derby Game*
COMICS UNITED Grimey 39 Wind: Brisk	1 : 0 ESCHTERGOM UTD (H - 0.3) Att 39007 Pitch: Muddy
SEASIDE TOWN FC Haifa 26,62,86 Paddy o'riley 61 Wind: Brisk	4 : 1 PLUTO PIRATES (H - 2.1) Harlingne 73(og) Att 57899 Pitch: Good
MIDGARD VIKINGS Att 28125 Wind: Brisk Pitch: Good	0 : 2 YOUNG LIONS FC (A - 0.1) Overmars 22 Lothbrook 80
ROCKODROMO Henriksen 8 Genoa 24 Att 46723 Pitch: Wet	2 : 2 NM CANARIES (H - 1.5) Oberdorf 56 Sisto 68 Wind: Brisk

With the title long decided - again (play up boys) - the battle for third spot still rumbles on. **Comics** keep their noses just in front of **Red Star** with three to play. Whose gonna get the money is the question. Down at Red Star the fans though are looking forward to next season and expecting great things from their star-studied side.

Bottom four all clashed this session. The **Lions** won a great victory at Midgard, while **The bottom pair fought out a 2-2 draw**. **Lions** are now out of the bottom three pulling the **Vikings** AND **Pluto Pirates** into what could be a dog eat dog relegation battle now. Three points cover four teams. Tight.

DIVISION 2

ALBION THISTLE Ajer 20 Att 31107 Wind: Brisk	1 : 2 PONTE BRIDGE (H - 0.9) Burak 44 Appiah 45 Pitch: Good
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READIEONIANIS McConnell 76 Wind: Brisk	1 : 0 NEW CATTON (H - 2.7) Att 27620 Pitch: Good
LILYPUTT Saeed 20 (m)fredriksson 37 Gothard 63,80 Pitch: Hard	4 : 1 AQUALINA (H - 2.3) Aardvil 12 Att 45289 Wind: Brisk
RIVERSIDERS FC Honey-nut 49 bkd - Honey-nut (23) Pitch: Wet	1 : 0 WRAITH (H - 1.1) Att 65959 Wind: Light *Derby Game*
APPLEJACK UTD Sane 63 Wind: Brisk	1 : 0 CONCORDIANIS FC (H - 0.7) Att 26534 Pitch: Good
ARMOR COASTERS Zieten 56 Att 25930 Pitch: Good	1 : 1 EVERTON (A - 0.7) Tardelli 36 Wind: Brisk

The second division title race was thrown open today with **Riversiders** single goal defeat of leaders **Wraith**. **Readies** close up as do the **Siders** and all to play for between these three promoted sides.

Relegation just about decided though as **Applejack** come out on top by scoring the only goal of the game against **Concordians**. Only a miracle will save the latter now. A side who in the hands of a decent manager would not have gone down I believe

DIVISION 3

FOREVER UTD Giggs 66 Att 26682 Pitch: Good	1 : 1 PSV BARKING (A - 0.7) Renoult 80 Wind: Brisk
OAKLEY FOREST Nevin 78 Madison 81(og) Pitch: Wet	2 : 0 CASTLE DULOC (H - 0.9) Att 25437 Wind: Brisk
RANGERS 68 Goddard 11 Overli 31 Pitch: Hard	2 : 0 SANTIAGO WANDS (H - 2.3) Att 32000 Wind: Brisk
TATOOINE STORM Showtime mahome 62 Att 21258 Pitch: Muddy	1 : 1 CANARINHO (A - 1.1) Djalma santos 27 Wind: Brisk
BALAMBAN Gerrard 33 Cardiff 66 Att 16616 Pitch: Good	2 : 2 CEREAL KILLERS (H - 0.9) Phelps 5 Crunchy nut 21 Wind: Brisk
BORDERS FC Att 26105 Wind: Gale Pitch: Wet	0 : 3 SOUTH LONDON FC (A - 0.1) Selhurst 59 Trac 68 Skanneborg 79

Manager Samson shook his head in disgust after his third division leaders were held to a draw by eleventh-placed **Forever Utd.** Needed a late goal to salvage a draw as well here. This allowed **Rangers** to close the gap on them and threaten their title hopes. Still three games left and all of them winnable Samson might be smiling come end of season still.

Behind them though three points cover four teams in their race for promotion. Not a win in sight for the third to fifth-placed sides, which allowed Mr Hails **Oakley** to nose into the race

Week Forty-one

THE CLOUGH CUP

Semi-final replay

COMICS UNITED	1 : 0 WRAITH	(H - 0.1)
Beisk 97	Att 46704	[AET]
Wind: Brisk	Pitch: Hard	

On a windy day with the hard pitch making skilful football difficult **Comics** saw off the upstarts from division two to progress to another final. But it wasn't easy and they had to go to overtime before midfield tyro BEISK bundled home loose ball for the only goal of the game. **Wraith** defended manfully but seldom looked like finding the net themselves

THE CLOUGH TROPHY

Quarter-finals

NEW CATTON	2 : 0 FOREVER UTD	(H - 0.3)
N'doram 13	Att 21946	
Paull 59	Wind: Brisk	
Pitch: Muddy		
ALBION THISTLE	0 : 0 RANGERS 68	(H - 0.7)
bkd - Burgher (68)	off - Hassel (111)	[AET]
Att 32571	Inj - Hanoi (15)	
Wind: Brisk	Pitch: Wet	

ALBION THISTLE WIN PENALTY SHOOTOUT 7 - 6

CONCORDIANS FC	0 : 2 APPLEJACK UTD	(A - 0.5)
Att 26533	Colorado 16	
Wind: Brisk	Sane 87	
Pitch: Muddy		
OAKLEY FOREST	0 : 1 LILYPUTT	(A - 0.3)
Att 34685	Edo 49	
Wind: Brisk	Pitch: Hard	

Week Forty-two

THE CLOUGH LEAGUE CUP

FINAL

SEASIDE TOWN FC	0 : 0 COMICS UNITED	(H - 1.3)
Inj - Harlingen (14)	Att 56925	
Wind: Gale	Pitch: Good	

Manager MCAULEY appears to have been caught on a fishign ship and could not get to the airport int ime to catch his flight to the final. Still his stand-in deployed a manful defence to thwart **Seasdie** and take the game to a rplay. Though twas keep TRUBIN who United fans have to thank for a seocnd chcne as he stood between a replay and a cricket score. Can Mr McAulay work out a way to stop the Town juggernaut ??

Bad news for Town though as HARLINGEN was carried off dirung the game. A long term injury looking on the cards

CLOUGH FRIENDLIES

SANTIAGO WANDS	0 : 2 NM CANARIES	(A - 1.1)
ENFIELD(NL)	1 : 0 SOUTH LONDON FC	(A - 0.5)
STALIN CITY	0 : 2 READIEONIANS	(A - 1.1)
TATOOINE STORM	1 : 1 NEW CATTON	(H - 0.5)
SILENT RUNNING	3 : 1 CARSHALTON(NL)	(H - 1.1)
ROCKODROMO	0 : 1 ALFRETON TOWN(NL)	(H - 0.3)
SUTTON UTD(NL)	1 : 0 YOUNG LIONS FC	(H - 1.7)
RED STAR UNITED	1 : 2 BALAMBAN	(A - 1.1)
OAKLEY FOREST	3 : 0 SEASIDE TOWN FC	(H - 1.7)
PONTE BRIDGE	3 : 1 MARGATE(NL)	(H - 2.5)
RUNCORN(NL)	1 : 1 MIDGARD VIKINGS	(H - 1.9)
LILYPUTT	0 : 3 ESCHTERGOM UTD	(A - 1.7)
ARDMOR COASTERS	5 : 0 NEW LORDS	(H - 3.5)
CEREAL KILLERS	1 : 1 NORTHWICH(NL)	(A - 1.5)
off - Golden-grahams (44)		
KETTERING(NL)	0 : 3 CASTLE DULOC	(A - 1.3)
bkd - Smith (77)		
SLOUGH(NL)	1 : 3 EVERTON	(A - 1.7)
BORDERS FC	1 : 0 FOREVER UTD	(H - 0.3)
AQUALINA	1 : 1 WYCOMBE(NL)	(A - 0.7)
COLWYN BAY(NL)	1 : 1 CONCORDIANS FC	(-)

WEATHER FORECAST

Temperature next session: Hot

Predicted wind speed next session: Calm

TATTOOINE HOME DUMMIES

CLOUGH LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 SEASIDE TOWN FC	19	18	1	0	72	5	67	55
2 STALIN CITY	19	13	5	1	27	8	19	44
3 COMICS UNITED	19	8	6	5	18	11	7	30
4 RED STAR UNITED	19	8	5	6	28	21	7	29
5 ESCHTERGOM UTD	19	7	5	7	25	22	3	26
6 NEW LORDS	19	5	7	7	17	21	-4	22
7 SILENT RUNNING	19	5	7	7	23	36	-13	22
8 YOUNG LIONS FC	19	6	2	11	35	51	-16	20
9 PLUTO PIRATES	19	4	7	8	18	28	-10	19
10 MIDGARD VIKINGS	19	4	6	9	8	19	-11	18
11 ROCKODROMO	19	4	5	10	10	27	-17	17
12 NM CANARIES	19	1	6	12	15	47	-32	9

CLOUGH LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 WRAITH	19	13	4	2	33	7	26	43
2 READIEONIANS	19	12	5	2	23	5	18	41
3 RIVERSIDERS FC	19	11	7	1	25	5	20	40
4 LILYPUTT	19	8	5	6	24	22	2	29
5 EVERTON	19	6	9	4	13	11	2	27
6 ALBION THISTLE	19	6	7	6	19	12	7	25
7 PONTE BRIDGE	19	6	7	6	13	14	-1	25
8 NEW CATTON	19	6	3	10	12	25	-13	21
9 APPLEJACK UTD	19	3	11	5	4	14	-10	20
10 CONCORDIANS FC	19	3	6	10	4	18	-14	15
11 ARDMOR COASTERS	19	1	10	8	2	12	-10	13
12 AQUALINA	19	0	4	15	3	30	-27	4

CLOUGH LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 PSV BARKING	19	13	5	1	52	9	43	44
2 RANGERS 68	19	13	4	2	29	4	25	43
3 CANARINHO	19	9	6	4	15	11	4	33
4 CASTLE DULOC	19	9	4	6	40	29	11	31
5 CEREAL KILLERS	19	8	7	4	37	31	6	31
6 OAKLEY FOREST	19	7	9	3	10	7	3	30
7 BALAMBAN	19	5	8	6	15	12	3	23
8 SOUTH LONDON FC	19	4	7	8	12	27	-15	19
9 SANTIAGO WANDS	19	3	6	10	8	25	-17	15
10 TATOOINE STORM	19	3	6	10	20	46	-26	15
11 FOREVER UTD	19	2	7	10	20	36	-16	13
12 BORDERS FC	19	2	3	14	10	31	-21	9

THE CLOUGH TROPHY

Semi-finals

(Played session fifteen, with extra time and penalties to decide)

New Catton v Albion Thistle

Applejack Utd v Lilyput

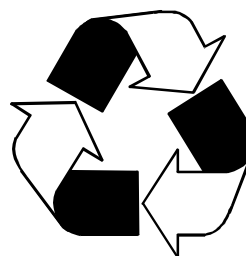
Interesting, not a third division side in sight

MANAGER OF THE MONTH

Division One goes to manager McAulay of **Comics Utd**, into another cup final

Division Two goes to manager Presland of **Applejack Utd**, safe for another season and progress in the trophy

Division Three goes to manager Cranfield of **Rangers 68** aiming for thr third divvie final



STATISTICS & RECORDS PAGE

LEADING SCORERS

DIVISION 1

1	HAIFA	SEASIDE TOWN FC	35
2	VAN DER ELST	SEASIDE TOWN FC	31
3	KULLIN	COMICS UNITED	14
4	DAHLI	YOUNG LIONS FC	14
5	CHERNEV	ESCHTERGOM UTD	13
6	GRIMEY	COMICS UNITED	12
7	LEGOSTEV	ESCHTERGOM UTD	11
8	BUTHELEZI	YOUNG LIONS FC	11

DIVISION 2

1	FINDLEY	ALBION THISTLE	13
2	DE VOS	RIVERSIDERS FC	9
3	SAEED	LILYPUTT	9
4	OLIKOV	WRAITH	8
5	HONEY-NUT	RIVERSIDERS FC	8
6	ENRIQUE	RIVERSIDERS FC	8
7	MCCONNELL	READIEONIANS	8
8	EADWIG	READIEONIANS	8

DIVISION 3

1	ESKY CANUCK	CEREAL KILLERS	17
2	EAVES	PSV BARKING	17
3	BELLA	PSV BARKING	14
4	GOLDEN-NUGGETS	CEREAL KILLERS	12
5	GIORNIO	CASTLE DULOC	10
6	DRAGUNOV	TATOOINE STORM	9
7	DEBUCHY	CASTLE DULOC	8
8	MAJOUR HAZARD	CASTLE DULOC	8

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- PENDA [6] (NEW LORDS) / GOLDEN-GRAHAMS [1] (CEREAL KILLERS) / HASSEL [3] (RANGERS 68) /

Consec. Home Defeats

Nm Canaries	4 games
Young Lions Fc	3 games
Aqualina	3 games

Consec. Away Defeatss

Aqualina	5 games
Santiago Wands	5 games
Borders Fc	5 games

MANAGERIAL RATINGS - POSITION

TOP

SEASIDE TOWN FC - 0

STALIN CITY - 4

COMICS UNITED - 8

BOTTOM

TATOOINE STORM - 132

FOREVER UTD - 136

BORDERS FC - 140

MANAGERIAL RATINGS - WAGES PER LEVEL

TOP

NEW LORDS - 0

TATOOINE STORM - 4

ARDMOR COASTERS - 8

BOTTOM

SILENT RUNNING - 132

SEASIDE TOWN FC - 136

FOREVER UTD - 140

MANAGERIAL RATINGS - CASH

TOP

TATOOINE STORM - 0

RED STAR UNITED - 3

NEW LORDS - 6

BOTTOM

ALBION THISTLE - 99

CEREAL KILLERS - 102

YOUNG LIONS FC - 105

Since a Home Defeat

Seaside Town Fc	76 games
Readieonians	14 games
Stalin City	10 games
Riversiders Fc	10 games
Rangers 68	10 games
Psv Barking	9 games
	8 games

AUCTION PAGE

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

Remember the transfer deadline
comes into operation at the end
of session thirteen
IE NOW

ROLLER 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

UKRAINE INTERNATIONAL SQUAD

1)	TRUBIN	GK	18-12	COMICS UNITED
2)	EARPS	GK	28-12	TATOOINE STORM
3)	STOPSKI	DF/A	18-12	S RED STAR UNITED
4)	MYKOLENKO	DF	19-11	P SANTIAGO WANDS
5)	KOMAROVSKI	DF	27-6	S CASTLE DULOC
6)	MARIPOL	MF	20-13	P/S APPLEJACK UTD
7)	MISTO	MF/G	22-12	S MIDGARD VIKINGS
8)	HEATHIE	MF/G	20-12	S WRAITH
9)	ZELENSKI	MF	19-12	P/S APPLEJACK UTD
10)	VLADM	MF	18-12	S LILYPUTT
11)	CYHERNOBYLSIFWS		28-12	P BALAMBAN
12)	CHERNEV	FWT	19-12	P/S ESCHTERGOM UTD

EURO CHAMPIONS TROPHY GAMES

1st round - group games will be played on S2

1st round - group games will be played on S4

1st round - group games will be played on S7

Quarter finals - (over two legs) - on S8 & 10

Semi-finals (over one leg and neutral grounds) on S13

Final on neutral ground on S16

EURO CUP-WINNERS CUP GAMES

1st round - 1st legs will be played on S2

1st round - 2nd legs will be played on S4

2nd round - 1st legs will be played on S7

2nd round - 2nd legs will be played on S8

Semi-final - 1st legs will be played on S10

Semi-final - 2nd legs will be played on S13

Final on neutral ground on S16

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)

CHAMPIONS TROPHY

Bitteswell swarm all over surprise semi-finalists **Real Potato**. Inability though to get that crucial second goal made it tense right to the end but result wasn't in doubt. Can the Danish ion finally lift the trophy, could be so.

He will have to beat the cup-hardened **AC Mailan**. Runners-up last two years in the cup0winners cup. manager Meienburg will hope his team can go one better. Left it late to beat Katie **Upton** but deserved their win. Quiet a final in prospect

BITTESWELL

Woodgate 25

Att 49827

Pitch: Muddy

AC MAILAN

Van vrum 39

Telkatzir 83

Wind: Light

1 : 0 **REAL POTATO**

(H - 1.1)

Inj - Inkonfe (2)

Wind: Calm

2 : 1 **UPTON PARK FC**

(H - 0.7)

Brady 23

Att 62064

Pitch: Frozen

Manager MANSELL will be looking to lift the Cup-winners cup after his team **Eschtergom** went to **Grim** and came away with the only goal of the game. They made hard work of it against a team who really should never have got this far. But some silverware in view now perhaps.

Swans looked as if they ere going to take this one to extra time after LARSEN's spot-kick levelled the game, only for a very disputed 89th minute penalty decision allowed GERALDO MAHREZ to get the goal that put the **Reds** through to their first ever final. But it was close

GRIM LEMAREAL

Att 31214

Wind: Calm

NORWEGIAN REDS

Geraldo mahraz 88(p)

Att 60096

Pitch: Frozen

0 : 1 **ESCHTERGOM UTD**

(A - 0.5)

Chernev 1

Pitch: Muddy

1 : 1 **SWAN DISTRICTS**

(H - 0.5)

Laarson 55(p)

Wind: Calm



FORTHCOMING KA WEEKENDS

Spring 2025 Back To Norwich

Main house accomodation already booked for this

**Tommo McTomface and Richard Pickup are the first men in
Geraldo, Jens, Seamus, Craig, Gareth, Nigel, Rob, Chris Moore, Wadders, Neil
B, Adrian & Danny B have all indicated that they are coming
dates 9th-11th of May**

Glasgow weekend dates 9th-12th October

Craig is first man in here

**Gerard, Jens, Seamus, Gareth, Nigel, Rob, Cranners, Steadders, Neil B, Adrian &
Colly all reckon that they will be coming along**

**And Bo has offered to host us all at his place in Odense during the spring of
2026**

Bo, Rob, Tim & Dennis are first men in

Craig, Gareth, Nigel, & Cranners have all said they will be there

**October 2026 will be in the lovely city of Sheffield. Pete Condon has promised
to make an appearance as, I am told, will Danny Smith and we wil all be able to
shame Danny into returning to the fold**

**Kickabout will be forty years old in 2027, so perhaps somewhere special could
be planned for then?**

DATE FOR YOUR DIARY

**The social secretary Mr Cranners has arranged a Beermile
on Saturday March 22nd usual place usual clientele. Why
not come along and join the happy throng?**

MANAGERS NEEDED

SHAKESPEARE league - METROPLE IF. Big challenge but some interesting old boys to sell on?

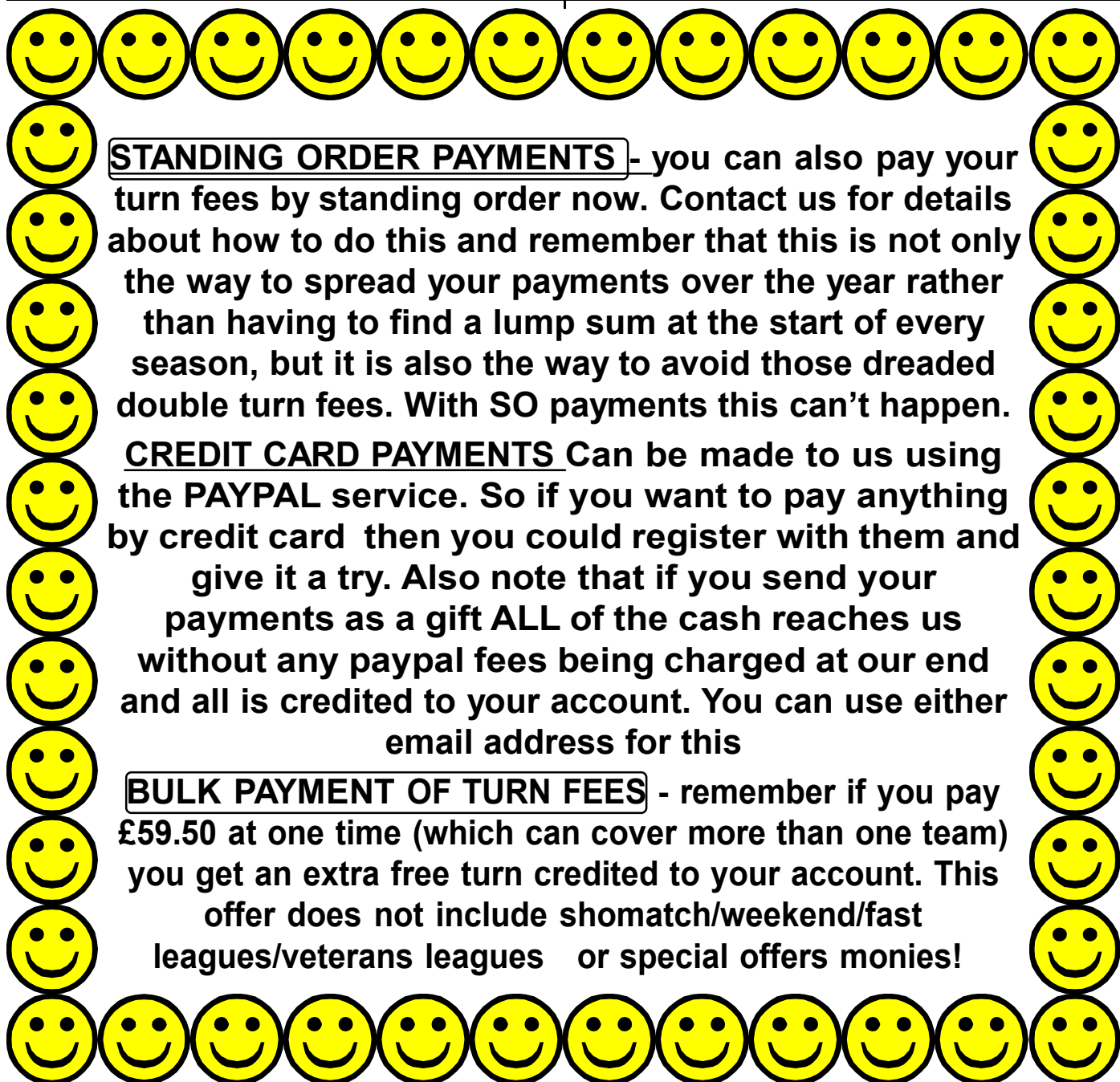
DISRAELI league - DUTCH COURAGE - decent size started by winning both games in division two and top of the table

SPECIAL OFFER

Each of these teams has a credit balance from nil to 100, take them on and whatever the balance it is yours to play with

PLEASE NOTE THAT UNLESS YOU
SUBSCRIBE TO TEAMPICK/SHOMATCH
THEN YOUR TEAMSHEETS WILL
ALWAYS BE SENT OUT BY POST. EMAIL
URNS ARE ONLY SENT TO TEAMPICK/
SHOMATCH SUBSCRIBERS

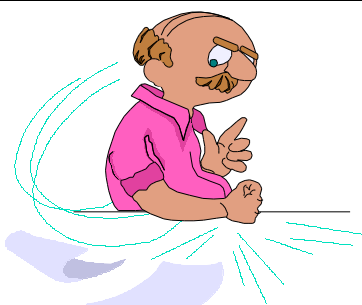




STANDING ORDER PAYMENTS - you can also pay your turn fees by standing order now. Contact us for details about how to do this and remember that this is not only the way to spread your payments over the year rather than having to find a lump sum at the start of every season, but it is also the way to avoid those dreaded double turn fees. With SO payments this can't happen.

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 use either email address for this

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/fast leagues/veterans leagues or special offers monies!



MARKING

From now onwards if you use last season's marking numbers then you will be found out AND if guilty the result of the game will either be reversed or decided against you.

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. 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.

The latest version now available at

<http://dodge.me.uk/markinfo.exe>

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 foudn on

[FACEBOOK - kickabout online](#)

[and Twitter](#)

[Online Kickabout](#)

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- infront of +subscribe.

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.

THE MUSINGS AND MEANDERINGS OF THE KA MIND

It has been said before but many seem to have forgotten this. The rulebook is incorrect. Weather effects. etc are added BEFORE any MF/G additions. Bear this in mind chappies

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

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 **OVER** 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 **OVER** 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+

Creative and BallWinner - How it Works

Despite countless explanations to folks, numerous written responses and an addenda to the rulebook it appears that some managers still have little clue how the Ball Winner and Creative statistics affect the game as a whole.

They have opted to ignore these rather than try to grasp WHY they have been introduced and when their team loses 1-0 and the newsletter reports how superbly creative their opponents were, those same managers start moaning about their ill fortune. Only recently one manager on the newsserver said that the main thing he didn't like in the game was the ridiculous 1-0 defeats his teams suffered, suggesting that such "freak" results were a far too common occurrence. It never really hit him that he was losing these matches for a reason. Anyway it seems as good a time as any to try and go through this game mechanic once more, just so the next time people say "how does this work" we can point them to yet another part of the newsletter that they decided wasn't worth reading.

The Ball Winner and Creative statistic were added to the game for a good reason - they differentiate between players of the same basic type in a manner that was previously untouched. Look at real players for instance. There can be no doubt that Paul Ince and David Batty are very similar types of players. Let us assume, for sake of argument, that both can be called level 11 MF/D's and, again for the sake of argument, both are power players.

Now in Kickabout that would be that. There was previously no way of trying to simulate the fact that Ince was the kind of player that could break from midfield with powerful runs and get into the box while Batty was more likely to play just in front of the back four. The Ball Winner and Creative stats were introduced to make that difference.

A player who is a good Ball Winner is one that will be in there where the tackles are flying and will, basically, have an edge when it comes to breaking up the moves of the opposition. He will have the better chance of coming away with the ball from a 50-50 challenge than normal. His ability to put his foot in will make the difference between someone getting in a shot and having it blocked. Ball Winners are designed in a defensive frame of mind.

Creative players are just the opposite and, as you would expect, it is they that have the ability to turn a loose ball into a scoring chance. They thrive on the more skilful type of play, getting the ball on the floor and playing it to feet. They may not be the greatest of tacklers but they will be able to provide that extra touch that puts a striker through on goal.

Every player in Kickabout, with the exception of Goalkeepers, have two figures recorded against them to show their abilities in both these basic areas. Often these two figures will add up to a 100, and in this way they can be looked upon as percentages. The first of the two figures is the player's ball winning ability while the latter is their creative skill. So if a statistic reads "65/35" it becomes immediately apparent that the player is far more suited to a physical, tackling game than he is likely to be putting in killer passes. These figures may sometimes not add up to a hundred, or may total to a good deal more. One player in an early auction had figures of "65/65" which are more formidable, a sort of Giggs type character who has no problem in tracking back and winning the ball when required. Whatever the case may be, these two numbers DO have a fair importance in the game now and they should be taken note of by EVERY manager.

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 affects 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 one, 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 apparently 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 where as ball-winners need to have something to stop if they are to be affective. 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



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