

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE MIGS	17	8	0	1	24	7	3	5	0	13	6	24	38
2 TUSKEN RAIDERS	17	5	2	1	22	6	5	3	1	14	7	23	35
3 CORELLA PIRATES	17	4	4	0	7	3	4	4	1	7	3	8	32
4 LEAMINGTON SPA	17	3	2	3	13	8	4	2	3	15	12	8	25
5 BRUTUS AWAKENS	17	4	2	2	15	7	2	3	4	5	6	7	23
6 TON-EIGHTY FC	17	4	3	2	14	8	2	2	4	4	10	0	23
7 HILL VALLEY	17	5	2	2	9	8	1	3	4	7	9	-1	23
8 FULL THROTTLE FC	17	3	4	2	6	5	1	3	4	9	12	-2	19
9 KESSEL RUNNERS	17	0	8	1	5	7	3	1	4	6	16	-12	18
10 SITH HAPPENS FC	17	0	5	3	6	13	2	2	5	8	12	-11	13
11 JLR COMMANDOS	17	3	1	5	4	11	0	2	6	5	17	-19	12
12 MEMORIAL PARK	17	2	1	5	8	22	0	4	5	12	23	-25	11

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 DYSTOPIA IV	17	6	1	2	19	7	4	3	1	20	7	25	34
2 DYNAMO KASHYYYK	17	3	5	0	8	3	5	2	2	16	8	13	31
3 GOBAITH FC	17	4	4	0	18	2	2	6	1	3	2	17	28
4 DARKSIDE ARTS	17	2	4	2	3	3	5	3	1	12	2	10	28
5 KA ROYALTY	17	5	3	0	22	8	2	2	5	12	15	11	26
6 STAR COMMAND	17	4	4	1	9	4	2	4	2	3	3	5	26
7 CHERNOBYL	17	4	3	2	13	11	3	0	5	18	25	-5	24
8 MANDALORE	17	4	3	2	11	7	1	5	2	8	12	0	23
9 GALERIE BLEU FC	17	3	2	4	13	13	1	3	4	7	10	-3	17
10 HAN SHOT FIRST	17	1	5	2	9	14	1	2	6	7	10	-8	13
11 MARSHFIELD ROV	17	1	3	4	2	6	1	4	4	2	8	-10	13
12 MOSEISLEY JAWAS	17	1	0	8	2	32	0	3	5	2	27	-55	6

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 PARK STREET	17	7	0	2	24	4	4	4	0	15	3	32	37
2 THE FORCE	17	5	3	0	10	0	4	4	1	13	7	16	34
3 HENLEY ROVERS	17	6	2	1	16	3	3	4	1	11	2	22	33
4 ATHLETICO SMITH	17	3	5	0	12	4	3	3	3	8	5	11	26
5 GALACTIC STARS	17	2	6	1	6	1	3	5	0	6	0	11	26
6 ANDRASSY AVENUE	17	3	4	2	16	7	3	2	3	9	8	10	24
7 R.Y.L WOOLWICH	17	4	2	2	18	6	3	0	6	11	13	10	23
8 PFC LUBOCRANETS	17	3	4	1	10	3	2	4	3	6	3	10	23
9 STILE COMMON	17	2	7	0	11	3	2	4	2	4	2	10	23
10 HARROWBY UNITED	17	2	2	4	10	7	1	5	3	5	7	1	16
11 BEGGARS CANYON	17	1	1	7	2	30	0	1	7	2	43	-69	5
12 SEASIDE FC	17	0	0	8	0	22	0	0	9	0	42	-64	0

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Hope League - Session Twelve

Season 13

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ROUND-UP TIME

Big moments in the title race this session as **Corella** went down to a surprise defeat away to **Ton-eighty**, and then **The Migs** lost their unbeaten record in a five goal thriller at home to **Leamington**. Could have been worse though as **Tusken** also dropped points. The gap at the top though is cut to three points, which is one defeat so all to play for though looks like the **Pirates** are out of it now.

Same could be said of the bottom three as well, out of the division. Five points gap between **Sith & Kessel** bit too far for any of the bottom three to gap looking at their form so far this season. **JLR's** home defeat by bottom doggies **Sith** just about settles it for them. poor result.

Dystopia looking likely boys in the second and into the League cup final. Greats season for Mr Sutton for sure. Still all to play for behind them though. **KA Royalty & Chernobyl** had poor sessions (Mr Unpredictable Stevens for sure), allowing **Gobaith & Darkside Arts** to close up on the relegation places. Who wants it the most I

RESULTS ROUND-UP

TEMPERATURE: Cool

Week Thirty-four

DIVISION 1

LEAMINGTON SPA Flaherty 72 Dixmier 78 Pitch: Good	2 : 0 SITH HAPPENS FC (A - 0.5) Att 47552 Wind: Brisk
JLR COMMANDOS Att 43774 Wind: Brisk Pitch: Wet	0 : 2 THE MIGS (A - 0.3) Du hast 14 Van driver 78 bkd - Du hast (57)
FULL THROTTLE FC Att 29285 Wind: Brisk Pitch: Good	0 : 3 TUSKEN RAIDERS (A - 1.3) Ayrton senna 22(og) Doc 77 Altintop 80
KESSEL RUNNERS bkd - Solo (30) Wind: Brisk	0 : 0 BRUTUS AWAKENS (A - 0.1) Att 35217 Pitch: Wet
TON-EIGHTY FC Pauly hudson 34(p)	1 : 0 CORELLA PIRATES (A - 0.5) Att 30436

WADDERS WINS WOUBLE

bkd - Pauly hudson (64)/
Ratajski (71)
Derby Game

Wind: Light
Pitch: Wet

HILL VALLEY Grolsch 1 Debbie d dallas 83 Pitch: Good	2 : 0 MEMORIAL PARK (H - 0.5) Att 47906 Wind: Brisk
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DIVISION 2

GOBAITH FC Cariad 29 bkd - Kolomenskoje (53) Pitch: Good	1 : 0 MARSHFIELD ROV (H - 0.5) Att 28026 Wind: Brisk
MANDALORE Levia 37,48,49 Barcelos 55,76 Shaun strang 59	6 : 0 MOSEISLEY JAWAS (H - 1.9) Att 28005 Wind: Brisk Pitch: Muddy
CHERNOBYL Att 33609 Wind: Brisk Pitch: Good	0 : 2 DARKSIDE ARTS (A - 1.1) Lord gerkelin 1 Wiper blade 13
GALERIE BLEU FC bkd - Hudsonitse (38) Att 36662 Wind: Brisk Pitch: Muddy *Derby Game*	0 : 3 DYNAMO KASHYYK (A - 1.3) Walkdebrdg 40 Skandi 68 Blame 78 bkd - Jensen (44)

STAR COMMAND Jensy quatorze 30 Utah 74 Wind: Brisk *Derby Game*	2 : 1 KA ROYALTY (A - 0.3) Boston 78 Att 30853 Pitch: Wet
DYSTOPIA IV Porthcawl 58 Wind: Brisk	1 : 0 HAN SHOT FIRST (H - 0.3) Att 29224* Pitch: Good

DIVISION 3

THE FORCE Lviv 29 Wind: Light	1 : 0 SEASIDE FC (H - 3.5) Att 27529 Pitch: Good
STILE COMMON Att 21136 Pitch: Good	0 : 0 HENLEY ROVERS (A - 0.3) Wind: Brisk
PARK STREET Zanze 59 Izzitop 69 Pitch: Good	2 : 0 ATHLETICO SMITH (H - 0.1) Att 29058* Wind: Light
ANDRASSY AVENUE Att 28137* Wind: Brisk	0 : 1 R.Y.L WOOLWICH (A - 0.1) Tushkanova 78 Pitch: Wet
BEGGARS CANYON Att 22040 Pitch: Good	0 : 0 HARROWBY UNITED (A - 2.3) Wind: Brisk
GALACTIC STARS Att 28289* Pitch: Good	0 : 0 PFC LUBOCRANETS (H - 0.5) Wind: Gale

Week Thirty-five

DIVISION 1

JLR COMMANDOS Att 41012 Wind: Brisk	0 : 1 SITH HAPPENS FC (A - 0.3) Brands hatch 85 Pitch: Good
FULL THROTTLE FC Pierre gasly 3 Zhou guanyu 14 Pitch: Good	2 : 0 MEMORIAL PARK (H - 0.5) Att 28120 Wind: Brisk
KESSEL RUNNERS Rey 32 off - Solo (28) Wind: Light	1 : 1 TUSKEN RAIDERS (A - 1.3) Pantheon 33 Att 27939 Pitch: Good

THE MIGS Catalunya 14 Van driver 49 off - Natty rabi (17) Att 30283* Pitch: Wet	2 : 3 LEAMINGTON SPA (H - 0.5) Dixmier 39 Kassabov 66 Voronoy 78 Wind: Brisk
TON-EIGHTY FC Att 30436* Pitch: Muddy	0 : 0 BRUTUS AWAKENS (-) Wind: Brisk
HILL VALLEY Ceta farr 34 Att 49198 Pitch: Muddy	1 : 1 CORELLA PIRATES (-) Brady 72 Wind: Gale

DIVISION 2

MANDALORE Att 26945 Pitch: Muddy	0 : 0 MARSHFIELD ROV (H - 1.1) Wind: Brisk
CHERNOBYL bkd - Plutonium (33) Att 38433 Wind: Gale *Derby Game*	0 : 0 HAN SHOT FIRST (A - 0.3) bkd - Dar nala (49)/ Arfan ramos (50) Pitch: Wet
GALERIE BLEU FC Att 32773 Wind: Brisk	0 : 1 DARKSIDE ARTS (A - 1.3) No moon 47 Pitch: Wet
MOSEISLEY JAWAS Att 27461 Wind: Brisk	0 : 1 GOBAITH FC (A - 0.7) Poznan 72 Pitch: Wet
STAR COMMAND Boba fett dag 66 Princess brillo 71 Jensy quatorze 77 Pitch: Good	3 : 1 DYNAMO KASHYYYYK (A - 0.3) Jensen 55 Att 29706 Wind: Brisk
DYSTOPIA IV Elijah 12 Vermin 19,50 Pitch: Good	3 : 0 KA ROYALTY (H - 0.1) Att 29224* Wind: Brisk

DIVISION 3

STILE COMMON Smelly kelly 2 Kaa jinn 24 Bude 83 Troyes 83 Aran 83 bkd - Bude (80) *Derby Game*	5 : 0 SEASIDE FC (H - 3.7) bkd - Surfer-dude (81)/ Carlos sainz (16) off - Llanmadoc (70) Att 20803 Wind: Brisk Pitch: Good
PARK STREET Soprillo 79 Att 29058* Wind: Brisk Pitch: Hard	1 : 0 PFC LUBOCRANETS (H - 0.5) bkd - Glasnerski (35)/ Alex albon (37) off - Humpiov (40) *Derby Game*
ANDRASSY AVENUE Yantarni 54 Wind: Brisk	1 : 0 ATHLETICO SMITH (A - 0.7) Att 27806 Pitch: Good
HENLEY ROVERS Harpsden 11,34,81 Wind: Brisk	3 : 0 THE FORCE (H - 0.7) Att 30701 Pitch: Good
BEGGARS CANYON Att 26821 Wind: Gale Pitch: Hard	0 : 4 R.Y.L WOOLWICH (A - 3.1) Tushkanova 3 Mann 32 Bebutto 60 Fallout 89
GALACTIC STARS bkd - Droideka (77)/ Jr ewing (80)/ Gafsa (10) off - Droideka (88) *Derby Game*	0 : 0 HARROWBY UNITED (H - 0.5) bkd - Bartosz (68) Att 28289 Wind: Light Pitch: Good

Week Thirty-six

THE HOPE CUP

2nd Round

MOSEISLEY JAWAS Max rebo 73 Wind: Brisk	1 : 0 R.Y.L WOOLWICH (A - 0.1) Att 28308 Pitch: Wet
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DARKSIDE ARTS Dice ibegon 26 Lord gerkelin 91 Att 31033 Pitch: Good	2 : 2 GOBAITH FC (H - 0.5) [AET] Uygunsozlu 30 Kolomenskoje 94 Wind: Brisk
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GOBAITH FC WIN PENALTY SHOOTOUT 5 - 4

PARK STREET Von blucher 85 Att 29058* Wind: Brisk	1 : 2 GALERIE BLEU FC (A - 0.3) Sweverge 22 Hudsonitse 44 Pitch: Good
PFC LUBOCRANETS Skinsted 107 bkd - Van kampski (107) Wind: Brisk	1 : 1 THE FORCE (H - 0.5) [AET] Durie 116 Att 33462 Pitch: Good

PFC LUBOCRANETS WIN PENALTY SHOOTOUT 4 - 2

ATHLETICO SMITH Att 29692 Pitch: Good	0 : 0 HENLEY ROVERS (H - 0.3) [AET] Wind: Brisk
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HENLEY ROVERS WIN PENALTY SHOOTOUT 5 - 4

MANDALORE Shaun strang 20 Barcelos 21,71 Jens jens binks 50 Levia 52	5 : 0 ANDRASSY AVENUE (H - 1.5) Att 28787 Wind: Brisk Pitch: Muddy
GALACTIC STARS Princess brillo 18,42 Gafsa 35 Pitch: Good	3 : 0 MARSHFIELD ROV (H - 0.5) Att 26868 Wind: Brisk
HAN SHOT FIRST Chewie 61 Elrood 106 Mandalore 107 Artus lok 118 Pitch: Good	4 : 2 STAR COMMAND (H - 0.7) [AET] Han solo 48 Monza 108 Att 27636 Wind: Brisk

THE HOPE LEAGUE CUP

Semi-finals

DYSTOPIA IV Porthcawl 80 Inj - Geiger-counter (1) Pitch: Good	1 : 0 TUSKEN RAIDERS (A - 1.1) Att 33540 Wind: Brisk
LEAMINGTON SPA Henderson 17 Att 56719 Pitch: Wet	1 : 1 BRUTUS AWAKENS (H - 0.3) Wadders the hut 6 Wind: Brisk

HOPE FRIENDLIES

THURROCK(NL)	1 : 1 CORELLA PIRATES (A - 0.7)
HARROWBY UNITED	1 : 2 AFC HAYES(NL) (A - 2.5)
DIDCOT TOWN(NL)	5 : 2 FULL THROTTLE FC (A - 1.3)
CHERNOBYL	3 : 0 ALTRINCHAM(NL) (A - 0.5)
WROXHAM(NL)	2 : 2 DYNAMO KASHYYYYK (A - 0.1) bkd - Ordegarr (49)
HILL VALLEY	2 : 1 DROYLSDEN(NL) (A - 0.9)
OXFORD CITY(NL)	5 : 1 SEASIDE FC (H - 1.3)
STAFFORD(NL) bkd - White (36)	4 : 0 JLR COMMANDOS (H - 3.1)
KA ROYALTY	2 : 3 LEATHERHEAD(NL) (H - 0.1)
LEEK TOWN(NL)	4 : 0 MEMORIAL PARK (A - 0.3)
THE MIGS	4 : 3 HERNE BAY(NL) (A - 2.5)
ILFORD(NL)	4 : 2 TON-EIGHTY FC (A - 1.3)
SITH HAPPENS FC	1 : 2 TRURO CITY(NL) (A - 2.3)
TAMWORTH(NL)	2 : 0 STILE COMMON (A - 1.5)

WEATHER FORECAST

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

THE HOPE LEAGUE CUP

Play-off Match

Semi-finals

Dystopia IV v Tusken Raiders

Leamingtson Spav Brutus Awakens

(to be played on session twelve with replays, first named at home)

THE HOPE TROPHY

Quarter-finals

(played on session thirteen with extra time and penalties to decide)

Henley Rovers v Mandalore

PFC Lubocranets v Moseisely Jawas

Galactic Stars v Galerie Bleu FC

Gobaith FC v Han Shot First

CHAMPIONS TROPHY

First Round Session S4 & S6

Semis S9 & S11

Final one leg S13

SEMI-FINALS

GLOBE TROTTERS 2 : 0 BRUTUS AWAKENS (H - 0.5)

Salarino 32

Att 43840*

Billy 60

Wind: Gale

Pitch: Wet

REAL AYELL

3 : 0 THE MIGS

(H - 0.7)

Lyford 5

Att 45864*

Haulm lawton 9

Wind: Storm

Mackeson 22

Pitch: Frozen

ALL MESSI FINAL AND A DERBY TO BOOT

MESSI CUP

Semi-finals

Corella Pirates v Hill Valley

Memorial Park v The Migs

(To be played on session Fourteen)



STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	DU HAST	THE MIGS	13
2	VAN DRIVER	THE MIGS	13
3	VORONOV	LEAMINGTON SPA	13
4	WADDERS THE HUT	BRUTUS AWAKENS	11
5	PLO KOON	MEMORIAL PARK	10
6	MEIS	TUSKEN RAIDERS	8
7	SEBULBA	TUSKEN RAIDERS	8
8	JAWS	HILL VALLEY	8

DIVISION 2

1	PORTHCAWL	DYSTOPIA IV	14
2	BOSTON	KA ROYALTY	11
3	CHRIS CRUMB	DARKSIDE ARTS	10
4	VERMIN	DYSTOPIA IV	9
5	COCKROACH	DYSTOPIA IV	9
6	BLAME	DYNAMO KASHYYYK	8
7	SARATOV	GALERIE BLEU FC	7
8	SENCHENKO	CHERNOBYL	7

DIVISION 3

1	MARBURG	PARK STREET	11
2	TUSHKANOVA	R.Y.L WOOLWICH	11
3	D FLAWLESS	PARK STREET	10
4	HARPSDEN	HENLEY ROVERS	8
5	IZZITOP	PARK STREET	8
6	AUSTIN FRIARS	ANDRASSY AVENUE	7
7	MAASAI MARA	PARK STREET	7
8	DURIE	THE FORCE	7

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- SOLO [1] (KESSEL RUNNERS) / NATTY RABI [1] (THE MIGS) / LLANMADOC [1] (SEASIDE FC) / HUMPIOV

PRIVATE DEALS

LEAMINGTON SPA sold NADIR (18-2 MF) {FUT} to DYNAMO KASHYYYK for 120K

LEAMINGTON SPA sold GERSONIDES (19-10 FW) to HENLEY ROVERS for 550K

JLR COMMANDOS sold GASMASK (18-2 MF) {APP} to SEASIDE FC for 120K

FULL THROTTLE FC sold LIAM LAWSON (18-2 FW) {APP} to SEASIDE FC for 130K

DARKSIDE ARTS sold STAR DESTROYER (20-12 GK) to BEGGARS CANYON for 960K

STILE COMMON sold DROPALOT SMITH (19-12 GK) to PFC LUBOCRANETS for 0K

PFC LUBOCRANETS sold SKORDOVIA (24-12 GK) {STAR} to STILE COMMON for 400K

All deals completed successfully!

BATTLE ROYAL FOR THE GOLDEN

Consec. Draws

Galactic Stars	4 games
Kessel Runners	3 games

Consec. Defeats

Seaside Fc	23 games
Moseisley Jawas	5 games
Jlr Commandos	3 games
Memorial Park	3 games
Galerie Bleu Fc	3 games

MANAGERIAL RATINGS - SQUAD AGE

TOP

SEASIDE FC - 0

MOSEISLEY JAWAS - 3

STILE COMMON - 6

BOTTOM

ATHLETICO SMITH - 99

DARKSIDE ARTS - 102

MANDALORE - 105

MANAGERIAL RATINGS - ATTENDANCE

TOP

LEAMINGTON SPA - 0

HILL VALLEY - 2

BRUTUS AWAKENS - 4

BOTTOM

HARROWBY UNITED - 66

SEASIDE FC - 68

STILE COMMON - 70

MOST APPEARENCES (CAREER)

DIVISION 1

1	SENNA	THE MIGS	359
2	MAWENZI	MEMORIAL PARK	325
3	TORIAN CADERA	HILL VALLEY	320
4	EWOK ASH	BRUTUS AWAKENS	298
5	MON MOTHMA	CORELLA PIRATES	286
6	CATALUNYA	THE MIGS	283
7	KUTER	THE MIGS	278
8	ANDERSTORP	FULL THROTTLE FC	270

DIVISION 2

1	PLAGUEIS	MANDALORE	349
2	HAMILL	STAR COMMAND	309
3	LILI	KA ROYALTY	305
4	BEARADI	CHERNOBYL	305
5	CANT	DARKSIDE ARTS	294
6	HAN SOLO	HAN SHOT FIRST	283
7	ROTHERFIELD	GOBAITH FC	263
8	BABBAGE	CHERNOBYL	261

DIVISION 3

1	HART	HENLEY ROVERS	366
2	YODA ARMSTRONG	GALACTIC STARS	357
3	BYW	ATHLETICO SMITH	349
4	SWTMAE	GALACTIC STARS	338
5	NIAGARA	HENLEY ROVERS	325
6	MARV BERRY	HARROWBY UNITED	302
7	GORILKA	BEGGARS CANYON	247
8	TUSHKANOVA	R.Y.L WOOLWICH	247

LEADING SCORERS (CAREER)

DIVISION 1

1	VAN DRIVER	THE MIGS	62 (in 156 games)
2	SENNA	THE MIGS	51 (in 359 games)
3	MAWENZI	MEMORIAL PARK	46 (in 325 games)
4	EWOK ASH	BRUTUS AWAKENS	42 (in 298 games)
5	DOC	TUSKEN RAIDERS	38 (in 267 games)
6	TORIAN CADERA	HILL VALLEY	36 (in 320 games)
7	BRABHAM	JLR COMMANDOS	35 (in 88 games)
8	KUTER	THE MIGS	34 (in 278 games)

DIVISION 2

1	ROTHERFIELD	GOBAITH FC	51 (in 263 games)
2	BEARADI	CHERNOBYL	46 (in 305 games)
3	PLAGUEIS	MANDALORE	43 (in 349 games)
4	BOSTON	KA ROYALTY	40 (in 104 games)
5	LILI	KA ROYALTY	40 (in 305 games)
6	CARIAD	GOBAITH FC	40 (in 93 games)
7	TEA	MANDALORE	39 (in 212 games)
8	CHRIS CRUMB	DARKSIDE ARTS	35 (in 128 games)

DIVISION 3

1	HART	HENLEY ROVERS	98 (in 366 games)
2	TUSHKANOVA	R.Y.L WOOLWICH	77 (in 247 games)
3	MARV BERRY	HARROWBY UNITED	70 (in 302 games)
4	YODA ARMSTRONG	GALACTIC STARS	69 (in 357 games)
5	NIAGARA	HENLEY ROVERS	48 (in 325 games)
6	GORILKA	BEGGARS CANYON	43 (in 247 games)
7	SWTMAE	GALACTIC STARS	38 (in 338 games)
8	MARBURG	PARK STREET	34 (in 105 games)

MOST APPEARENCES

DIVISION 1

1	DISCOTRAXX	HILL VALLEY	36
2	DU HAST	THE MIGS	35
3	YAVIN	CORELLA PIRATES	35
4	JELLY BELLY	THE MIGS	34
5	DONGO BASTOS	THE MIGS	34
6	TAJ MAHAL	MEMORIAL PARK	33
7	AYRTON SENNA	FULL THROTTLE FC	33
8	ANDERSTORP	FULL THROTTLE FC	33

DIVISION 2

1	EMPERORS PA	DARKSIDE ARTS	36
2	ERIKSON	MARSHFIELD ROV	35
3	JENSY QUATORZE	STAR COMMAND	34
4	LUKE THE NUKE	DARKSIDE ARTS	33
5	VERMIN	DYSTOPIA IV	33
6	HAN SOLO	HAN SHOT FIRST	33
7	JEDI MIND TRICK	DARKSIDE ARTS	32
8	NO MOON	DARKSIDE ARTS	32

DIVISION 3

1	SHAVANSKY	PARK STREET	35
2	TROYES	STILE COMMON	35
3	KNUCKLES MALLOY	ATHLETICO SMITH	33
4	SALAMANCA	ATHLETICO SMITH	33
5	BOBA	THE FORCE	33
6	PRINCESS BRILLO	GALACTIC STARS	32
7	NOBLEZ	HENLEY ROVERS	32
8	YANTARNI	ANDRASSY AVENUE	32

MANAGERIAL RATINGS - MPS

TOP

SEASIDE FC - 0

R.Y.L WOOLWICH - 2

KESSEL RUNNERS - 4

BOTTOM

MANDALORE - 66

DARKSIDE ARTS - 68

DYSTOPIA IV - 68

MANAGERIAL RATINGS - APPS

TOP

BRUTUS AWAKENS - 0

JLR COMMANDOS - 0

FULL THROTTLE FC - 0

BOTTOM

ANDRASSY AVENUE - 64

PARK STREET - 64

LEAMINGTON SPA - 64

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
4) MF	19-12	ZANZOUN	(HAN SHOT FIRST)	793K	3	767K

All players not shown were unsold.

AUCTION FOR SESSION THIRTEEN

- 1) PP:2
- 2) MP:7
- 3) STAR QUALITY Nominate on bidding
- 4) CONTRACT NEGOTIATORclub in financial trouble all your players agree to a 50% wage reduction
- 5) NEW STAND +2000 capacity
- 6) CHARISMATIC CHAIRMAN following up by 2000
- 7) KEV DE BOUGLERS Ducth maestro who through injuries has seen his best days. Can a change of scenery help him? Can you nurse him back to his best - 30-4 PS MF/A [CR95] VERY FAST RISER

8)	GK	18-6	-	FUT	Kamino of Andrassy Avenue {RES 720k - 0% BW/ 6% CR}
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OUT-OF-CONTRACT PLAYERS

9)	FWS	22-12[r]	S	STAR	Strain of Memorial Park {RES 360k - 46% BW/ 76% CR}
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THE TRANSFER DEADLINE CAME INTO
OPERATION AT THE END OF SESSION THIRTEEN

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

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

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.

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.

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

FORTHCOMING KA WEEKENDS

Spring 2025 Back To Norwich

Main house accomodation already booked for this

Tommo McTomface, Richard Pickup, Paul Butler, Wadders & Ian
Gerald, Jens, Seamus, Craig, Gareth, Nigel, Rob, Chris Moore, 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 & Seamus 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
will all be able to shame Danny into returning to the fold

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?



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 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)

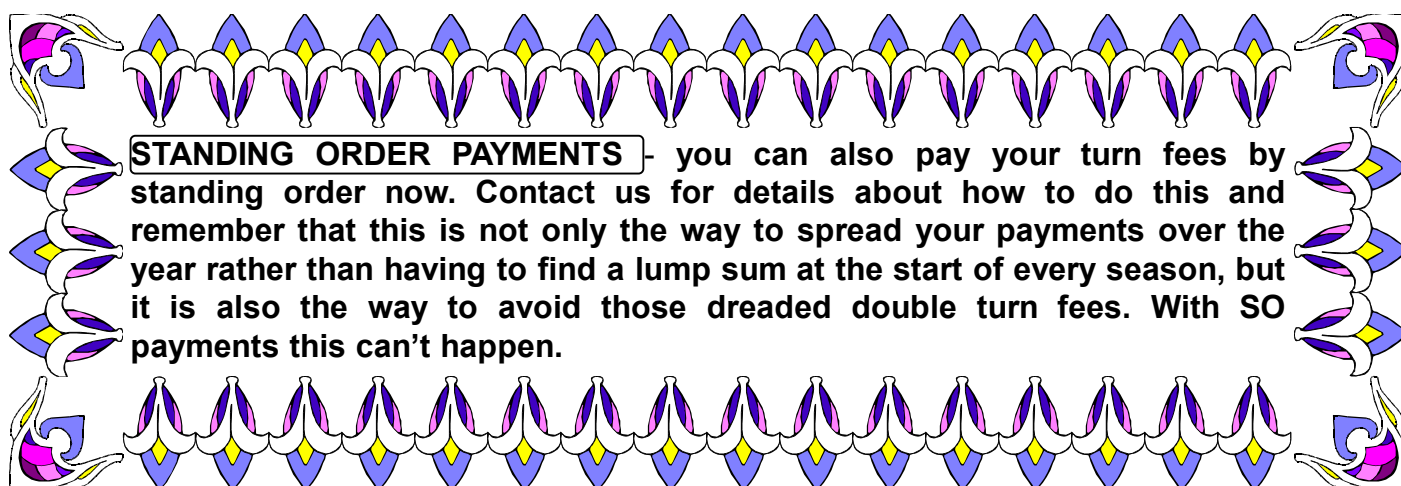
LEAGUE CUP GAMES

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



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 our either of our email addresses.

SEASON THIRTY 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 final)

THE TROPHY

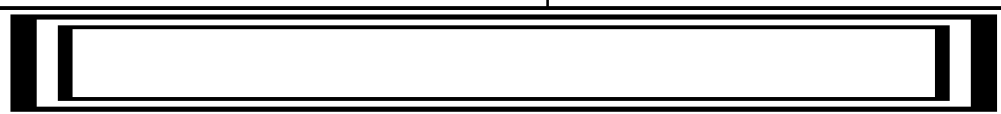
This will consist of twenty teams. All the third division along with the bottom eight of the second division as at the end of S10

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)



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

New 2014 version now available at
<http://dodge.me.uk/markinfoexe>

**NEW
LINK**

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



GUESS WHO IS COMING TO
NORWICH

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 6.66+K

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 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 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 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

