



RESULTS ONLY NEWS

RESULTS ROUND-UP

TEMPERATURE: Warm

Week Ten

DIVISION 1

VINTAGE CLARETS Att 51689 Wind: Gale	0 : 1 UGLE BETIS (A - 1.5) Psalmion 76 Pitch: Good
GESSLE WARRIORS Heleberg 77 Att 44646 Pitch: Good	1 : 1 MEGA-BYTE CITY (H - 0.5) SØgeresultater 62 Wind: Gale
GILLESPIE ROAD Cescu 8 Att 54264 Pitch: Hard	1 : 1 EASTWOOD FOREST (A - 0.3) Sothow 54 Wind: Gale
THE PUBLICANS Att 37625 Wind: Gale	0 : 1 CHINTZ CHIANTI (A - 1.1) Akranes 27 Pitch: Hard
MILLWALL FC Att 41754 Pitch: Good	0 : 0 KINGS TOWN RAN (H - 0.3) Wind: Gale
CELTIC NEVADA Att 41353* Wind: Gale Pitch: Hard	0 : 2 COMP CITY (A - 0.9) Zelenskyy 41 Tojo banzai 82

DIVISION 2

HIGHFIELD Att 27176 Wind: Gale	0 : 2 KONINGSWULF AS (A - 0.9) Berisha 18,41 Pitch: Good
TALLIN TWISTERS Trexin 20 Kumiemiko 39 Rosendahl 77	3 : 0 GEE FORCE (H - 0.5) Att 42417 Wind: Gale Pitch: Wet
CLIFTON MAGIC Heil holsten 16 Att 29672 Wind: Gale	1 : 2 UNDERGROUND FC (H - 1.3) Pedersen 48 Van vlaanderen 74 Pitch: Good
NEPTUNE KNIGHTS Att 32577 Pitch: Good	0 : 0 CROYDON COSMOS (H - 0.5) Wind: Gale
SOUTHEND TITANS Fingers 22 Bawbag 74 Att 45701* Wind: Gale	2 : 3 REAL ROYALS (H - 0.3) Floren 11 Meriopul 18 Casimir 21 Pitch: Hard
RUSHEN UNITED Mcstriker 46 bkd - Sno wing (5)/ Mash (81)/ Sendos (7) *Derby Game*	1 : 0 PETERS TOWN (H - 0.5) bkd - Cojones grande (80) Att 48411 Wind: Brisk Pitch: Good

DIVISION 3

CWMPALIS JEWELS Att 35337 Wind: Gale Pitch: Good	0 : 2 DYNAMO TINSLEY (A - 1.9) Durm 7 Ivel 16
SPORTING AC Decharde 90 Inj - Fabrice (1) Pitch: Wet	1 : 0 BUSH JUNIORS (H - 0.9) Att 34215 Wind: Gale *Derby Game*
J-REBEL FC Att 25389* Wind: Gale	0 : 1 DEEPING DYNAMO (A - 1.5) Salty molloy 41 Pitch: Good
IPSWICH TIGERS Att 26843 Wind: Brisk	0 : 2 SAO PAULO (A - 0.7) Romanov 54,85 Pitch: Good
PERTH CITY Clinton 23,56 Pak choi 78 Pitch: Hard	3 : 0 THESPS FC (H - 0.5) Att 27000* Wind: Gale
Q.P.R. Att 29048 Pitch: Good	0 : 0 INTER ANNEALING (H - 0.5) Wind: Gale

DIVISION 4

PANDEMIC CITY Chicory 2(p) bkd - McNally (89)/ Chicory (68) Att 30454 Pitch: Muddy	1 : 1 GRIMSBY ACES (H - 0.3) Proudloco 81(p) bkd - Cove (70)/ Proudloco (26) Wind: Gale *Derby Game*
CANINE CITY Att 26455 Wind: Gale	0 : 0 ASHBURTON GROVE (A - 1.5) off - Blogishay (28) Pitch: Hard
CASTEL DISANGRO Att 23165 Wind: Gale	0 : 1 PRESTON VILLANS (H - 0.9) Gizer 59 Pitch: Good
BOUNDARY PARK Shed 51 Bergkamp 74,80,83 Pitch: Good	4 : 0 GEHENNA (H - 1.7) Att 20013 Wind: Gale
PORTSMOUTH Att 23126 Pitch: Good	0 : 0 WALL STREET FC (H - 0.5) Wind: Gale
WEST DIAMONDS Arshavin 3,70 Goncalves 84 Pitch: Hard	3 : 0 BODIAM CASTLE (H - 1.7) Att 23031 Wind: Gale





KICKABOUT NEWS

Week Eleven

THE DISRAELI CUP

1st round replays

HIGHFIELD
Svantovit 29
Att 26224
Pitch: Wet

1 : 1 IPSWICH TIGERS (A - 0.3)
Visa 87(og)
Wind: Gale
[AET]

HIGHFIELD WIN PENALTY SHOOTOUT 5 - 3

PANDEMIC CITY **0 : 3 CELTIC NEVADA** (A - 1.1)
Att 33813*
Wind: Gale
Pitch: Wet
Sejr 5,16
Courgette 87

SOUTHPORT(NL) **0 : 2 ASHBURTON GROVE** (A - 1.5)
Att 19440
Wind: Gale
Pitch: Good
Blogishay 1,80
Inj - Porthmadog (2)

NEPTUNE KNIGHTS **0 : 0 RUSHEN UNITED** (A - 0.3)
Att 36079
Pitch: Good
Wind: Gale
[AET]

NEPTUNE KNIGHTS WIN PENALTY SHOOTOUT 7 - 6

CANINE CITY **0 : 1 BODIAM CASTLE** (A - 0.1)
bkd - Nordtveit (71)/
Tubblesan (29)
Att 30522
Wind: Gale
Derby Game
Lens 86
bkd - Scheinfurt (81)
off - Scheinfurt (89)
Pitch: Hard

GRIMSBY ACES **1 : 0 HASTINGS UTD(NL)** (H - 0.9)
Lohaso 20
Att 20265
Wind: Gale
Pitch: Good
bkd - Kates (44)/
Zemekis (49)
off - Simpson (72)

CROYDON COSMOS **1 : 0 PRESTON VILLANS** (A - 0.5)
Chav 113
Wind: Gale
Att 32799
Pitch: Good
[AET]

PORTSMOUTH **0 : 1 KONINGSWULF AS** (A - 0.5)
Att 24604
Wind: Gale
Diego 96
Pitch: Good
[AET]

GEE FORCE **3 : 0 CWMPALIS JEWELS** (H - 1.5)
Ananko 9,76
Fish 21
Pitch: Good
Att 30171
Wind: Storm

VINTAGE CLARETS **0 : 0 WEYMOUTH(NL)** (A - 1.5)
Att 36268
Wind: Storm
bkd - Leander (19)
Pitch: Good
[AET]

VINTAGE CLARETS WIN PENALTY SHOOTOUT 4 - 2

Week twelve

THE DISRAELI LEAGUE CUP

2nd Round 2nd legs

ASHBURTON GROVE **0 : 1 SOUTHEND TITANS** (A - 1.1)
Att 38085
Wind: Gale
Bah 50
Pitch: Good

(SOUTHEND TITANS WIN 5-0 ON AGGREGATE)

KINGS TOWN RAN **2 : 0 EASTWOOD FOREST** (-)
Deco 66
Cazorla 107
Pitch: Good
Att 51629
Wind: Gale
[AET]

(KINGS TOWN RAN WIN 2-1 ON AGGREGATE)

THESPS FC **4 : 0 J-REBEL FC** (H - 2.3)
Haven 22,60
Odegaard 28,39
Pitch: Hard
Att 26661
Wind: Gale

(THESPS FC WIN 4-0 ON AGGREGATE)

CELTIC NEVADA **3 : 0 BUSH JUNIORS** (H - 1.9)
Tatties 30
Hozil 46
Radish 72
Att 41353*
Wind: Gale
Pitch: Muddy

(CELTIC NEVADA WIN 8-0 ON AGGREGATE)

Q.P.R. **1 : 0 GEE FORCE** (H - 1.5)
Clifftopheaven 77
Wind: Gale
Att 29707
Pitch: Good

(Q.P.R. WIN 3-0 ON AGGREGATE)

GESSLE WARRIORS **2 : 1 MEGA-BYTE CITY** (H - 0.5)
Heleberg 12,116
off - Dragon (55)
Wind: Gale
Ivanov 102
Att 44450
Pitch: Good
[AET]

(MEGA-BYTE CITY WIN 2-2 ON AWAY GOALS)

NEPTUNE KNIGHTS **0 : 0 SAO PAULO** (A - 0.9)
Att 30174
Pitch: Good
Wind: Brisk

(SAO PAULO WIN 2-0 ON AGGREGATE)

BOUNDARY PARK **4 : 0 TALLIN TWISTERS** (H - 0.3)
Craig o'moaner 17
Turbo 26
Shed 31
Presley 60
Att 28713
Wind: Gale
Pitch: Good

(BOUNDARY PARK WIN 9-2 ON AGGREGATE)

UNDERGROUND FC **1 : 4 PERTH CITY** (A - 1.3)
Kennington 28
Att 27537
Wind: Gale
Pitch: Good
Song 44,77
Clinton 50
Readie 66

(PERTH CITY WIN 6-2 ON AGGREGATE)

MILLWALL FC **2 : 0 PETERS TOWN** (H - 1.3)
Ensor 55
G jones 67
Pitch: Wet
Att 33632
Wind: Gale

(MILLWALL FC WIN 7-0 ON AGGREGATE)

WEST DIAMONDS **0 : 3 VINTAGE CLARETS** (A - 0.5)
Att 30790
Wind: Gale
Pitch: Hard
Di biaggio 40
Jurell 45
Santos 52

(VINTAGE CLARETS WIN 3-0 ON AGGREGATE)

RUSHEN UNITED **0 : 1 DYNAMO TINSLEY** (A - 1.5)
Att 41468
Wind: Gale
Diff 71
Pitch: Hard

(DYNAMO TINSLEY WIN 2-0 ON AGGREGATE)

GILLESPIE ROAD **1 : 9 REAL ROYALS** (A - 1.9)
Cescu 73
Att 55726
Wind: Gale
Pitch: Good
Volrik 5,22
Zugspitze 8
Mihai 19,48
Casimir 49
Fredegod 57,68
Stoica 73

(REAL ROYALS WIN 12-1 ON AGGREGATE)

CWMPALIS JEWELS **1 : 4 COMP CITY** (A - 1.9)
Bjorn 56
Att 44777
Zelenskyy 4,19,60
Tojo junior 78



KICKABOUT NEWS

Wind: Gale

Pitch: Good

(COMP CITY WIN 8-2 ON AGGREGATE)

CHINTZ CHIANTI 1 : 0 UGLE BETIS (A - 0.3)

Affirmed 23

Att 60456

Pitch: Good

bkd - Kyogo (36)

Wind: Brisk

(CHINTZ CHIANTI WIN 2-0 ON AGGREGATE)

CLIFTON MAGIC 0 : 0 THE PUBLICANS (H - 0.3)

Att 29473

Pitch: Good

Wind: Gale

(CLIFTON MAGIC WIN 1-0 ON AGGREGATE)

DISRAELI FRIENDLIES

BOUNDARY PARK	3 : 3	IPSWICH TIGERS	(H - 0.5)
BUSH JUNIORS	0 : 2	AFC HAYES(NL)	(A - 1.9)
CANINE CITY	1 : 3	DIDCOT TOWN(NL)	(A - 2.1)
CASTEL DISANGRO	0 : 3	ALTRINCHAM(NL)	(A - 1.9)
MILLWALL FC	8 : 2	CLIFTON MAGIC	(H - 5.7)
PRESTON VILLANS	1 : 5	CROYDON COSMOS	(A - 1.7)
DYNAMO TINSLEY	2 : 2	UNDERGROUND FC	(A - 0.1)
GRIMSBY ACES	1 : 4	WROXHAM(NL)	(A - 0.7)
HIGHFIELD	0 : 4	DROYLSDEN(NL)	(A - 1.6)

REAL ROYALS	3 : 3	INTER ANNEALING	(H - 1.3)
J-REBEL FC	0 : 4	OXFORD CITY(NL)	(A - 2.5)
STAFFORD(NL)	2 : 2	KINGS TOWN RAN	(H - 1.5)
KONINGSWULF AS	0 : 5	LEATHERHEAD(NL)	(A - 1.7)
MEGA-BYTE CITY	2 : 5	SOUTHEND TITANS	(A - 0.7)
PANDEMIC CITY	0 : 2	LEEK TOWN(NL)	(A - 1.7)
PERTH CITY	2 : 4	HERNE BAY(NL)	(A - 2.7)
THESPS FC	3 : 2	PETERS TOWN	(H - 2.3)
Q.P.R.	4 : 1	WALL STREET FC	(H - 2.7)
SAO PAULO	1 : 5	SPORTING AC	(A - 0.7)
TALLIN TWISTERS	2 : 2	PORTSMOUTH	(H - 0.5)
THE PUBLICANS	0 : 4	ILFORD(NL)	(A - 2.3)
TRURO CITY(NL)	6 : 0	DEEPIING DYNAMO	(H - 3.9)
WEST DIAMONDS	0 : 0	TAMWORTH(NL)	(A - 2.5)

WEATHER FORECAST

Temperature next session: Cool

Predicted wind speed next session: Calm

DISRAELI LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 CHINTZ CHIANTI	5	5	0	0	12	0	12	15
2 UGLE BETIS	5	4	1	0	13	3	10	13
3 COMP CITY	5	4	1	0	8	0	8	13
4 CELTIC NEVADA	5	3	1	1	8	3	5	10
5 MILLWALL FC	5	1	4	0	3	1	2	7
6 GESSLE WARRIORS	5	1	3	1	2	2	0	6
7 GILLESPIE ROAD	5	1	2	2	2	7	-5	5
8 EASTWOOD FOREST	5	0	4	1	2	4	-2	4
9 THE PUBLICANS	5	0	2	3	3	7	-4	2
10 MEGA-BYTE CITY	5	0	2	3	2	12	-10	2
11 VINTAGE CLARETS	5	0	1	4	0	5	-5	1
12 KINGS TOWN RAN	5	0	1	4	0	11	-11	1

DISRAELI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 SOUTHEND TITANS	5	4	0	1	18	3	15	12
2 REAL ROYALS	5	4	0	1	15	4	11	12
3 RUSHEN UNITED	5	3	2	0	3	0	3	11
4 KONINGSWULF AS	5	3	1	1	4	4	0	10
5 TALLIN TWISTERS	5	2	1	2	4	4	0	7
6 UNDERGROUND FC	5	2	1	2	5	9	-4	7
7 CLIFTON MAGIC	5	1	3	1	4	4	0	6
8 CROYDON COSMOS	5	1	3	1	5	6	-1	6
9 GEE FORCE	5	1	2	2	2	5	-3	5
10 PETERS TOWN	5	1	1	3	3	5	-2	4
11 NEPTUNE KNIGHTS	5	0	1	4	2	8	-6	1
12 HIGHFIELD	5	0	1	4	1	14	-13	1

DISRAELI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 SAO PAULO	5	5	0	0	21	4	17	15
2 DYNAMO TINSLEY	5	5	0	0	9	0	9	15
3 PERTH CITY	5	4	1	0	11	2	9	13
4 INTER ANNEALING	5	3	1	1	7	3	4	10
5 DEEPIING DYNAMO	5	3	0	2	4	4	0	9
6 Q.P.R.	5	2	2	1	4	2	2	8
7 SPORTING AC	5	2	1	2	7	5	2	7
8 CWMPALIS JEWELS	5	1	1	3	1	8	-7	4
9 J-REBEL FC	5	1	0	4	1	14	-13	3
10 IPSWICH TIGERS	5	0	1	4	1	6	-5	1
11 THESPS FC	5	0	1	4	3	9	-6	1
12 BUSH JUNIORS	5	0	0	5	3	15	-12	0

DISRAELI LEAGUE. DIVISION 4

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 WEST DIAMONDS	5	4	1	0	6	0	6	13
2 BOUNDARY PARK	5	4	0	1	16	2	14	12
3 ASHBURTON GROVE	5	2	2	1	5	2	3	8
4 PANDEMIC CITY	5	1	4	0	2	1	1	7
5 PRESTON VILLANS	5	2	1	2	3	3	0	7
6 CASTEL DISANGRO	5	1	3	1	2	2	0	6
7 PORTSMOUTH	5	1	3	1	3	4	-1	6
8 WALL STREET FC	5	1	2	2	3	2	1	5
9 GEHENNA	5	1	2	2	1	5	-4	5
10 GRIMSBY ACES	5	0	4	1	1	3	-2	4
11 BODIAM CASTLE	5	1	0	4	3	15	-12	3
12 CANINE CITY	5	0	2	3	1	7	-6	2

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KICKABOUT NEWS

DISRAELI LEAGUE CUP

3rd round draw

Q.P.R. v Dynamo Tinsley

Thesps Fc v Celtic Nevada

Perth City v Kings Town Ran

Sao Paulo v Millwall FC

Southend Titans v Real Royals

Vintage Clarets v Chintz Chianti

Clifton Magicv Mega-byte City

Comp City v Boundary Park

(two legs played on sessions 5 & 7)

MANAGER OF THE MONTH

Divison One goes to manager MANSELL of **Comp City**, betaing Nevada to show there's life in the old Comp yet

Divison two goes to manager GREGERSEN of **Soothend Titans**, great win at the Titans. Duck run for cover Bo

Division three goes to DEMPSEY of **Deeping Dynamo**, the klutz of a newsletterwriter doesn't realise it but super Deeping are racing up the divison

Divison Four goes to manager BARRETT of **Boundary Park**, great league cup success



FAERY MORTIE NEEDS THAT MAGIC WAND

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KICKABOUT STATS

LEADING SCORERS

DIVISION 1

1	HAMMURABI	UGLE BETIS	7
2	UMARJI	UGLE BETIS	6
3	PSALMON	UGLE BETIS	5
4	JIGILO JENSEN	COMP CITY	5
5	GLEN AVA	CHINTZ CHIANTI	5
6	HARICOT	CELTIC NEVADA	4
7	HOZIL	CELTIC NEVADA	4
8	ZELENSKY	COMP CITY	4

DIVISION 2

1	CASIMIR	REAL ROYALS	8
2	UTRECHT	SOUTHEND TITANS	6
3	MIRREN	SOUTHEND TITANS	6
4	SHERE KHAN	NEPTUNE KNIGHTS	6
5	FREDEGOD	REAL ROYALS	5
6	VOLRIK	REAL ROYALS	5
7	KENNINGTON	UNDERGROUND FC	4
8	RHYDYFELIN	SOUTHEND TITANS	4

DIVISION 3

1	HINTOR	DYNAMO TINSLEY	10
2	ROMANOV	SAO PAULO	8
3	HAVEN	THESPS FC	7
4	CLINTON	PERTH CITY	6
5	PAK CHOI	PERTH CITY	6
6	DIFF	DYNAMO TINSLEY	6
7	BROOKLYN SPICE	SAO PAULO	6
8	BJORN	CWMPALIS JEWELS	5

DIVISION 4

1	PRESLEY	BOUNDARY PARK	7
2	BERGKAMP	BOUNDARY PARK	6
3	SAI-IN TU	BOUNDARY PARK	6
4	ARSHAVIN	WEST DIAMONDS	5
5	SHED	BOUNDARY PARK	5
6	TURBO	BOUNDARY PARK	5
7	EASTWOOD	PORTSMOUTH	4
8	CRAIG O'MOANER	BOUNDARY PARK	3

PRIVATE DEALS

GRIMSBY ACES sold CHAN (18-2 GK) {SBY} to COMP CITY for 600K

RUSHEN UNITED sold BETINELLI (18-2 DF) {SBY} to BOUNDARY PARK for 700K

GRIMSBY ACES sold TESAWE (18-2 DF) {P/S} {APP} to DEEPING DYNAMO for 300K

All deals completed successfully!

MANAGERIAL RATINGS - SPs

TOP

RUSHEN UNITED - 0

SPORTING AC - 0

BODIAM CASTLE - 0

BOTTOM

IPSWICH TIGERS - 43

J-REBEL FC - 43

BUSH JUNIORS - 43

MANAGERIAL RATINGS - PHYSIO POINTS

TOP

COMP CITY - 0

MEGA-BYTE CITY - 0

MILLWALL FC - 0

BOTTOM

PERTH CITY - 43

CWMPALIS JEWELS - 43

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- DRAGOON [1] (GESSLE WARRIORS) / SCHEINFURT [1] (BODIAM CASTLE) / BLOGISHAY [1] (ASHBURTON GROVE) /

Consec. Defeats

Bush Juniors	5 games
Highfield	4 games
J-rebel Fc	4 games
Bodiam Castle	4 games

Consec. Wins

Chintz Chianti	5 games
Sao Paulo	5 games
Dynamo Tinsley	5 games
Boundary Park	4 games
West Diamonds	4 games

Consec. Draws

Pandemic City	3 games
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KICKABOUT

AUCTION

AUCTION RESULTS

	POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1)		STATELESS		(VINTAGE CLARETS)	894K	5	699K
4)	FWT	34-4	PAPADOPOLIS	(VINTAGE CLARETS)	406K	1	149K
6)	FWS	23-5	STEFANO	(KONINGSWULF AS)	422K	5	289K

All players not shown were unsold.

AUCTION FOR SESSION FIVE

NO	POS	AGE/SKILL	CAT	TYPE	COMMENTS
1)	SW	22-12	P	STAR	(inj6) 10DPPFADER
2)	DF	23-12	S	-	150 capt games 20 DPPS RISER
3)	MF	24-12	PS	STAR	(susp 10) 30dppsFAST FADER
4)	FW	25-12	P	-	[80%PS Trained) 40 DPP FAST RISER
5)	UT	26-12	S	STAR	(inj6) 50 DPP VERY FAST FADER
6)	WG	27-12	PS	-	[BW90/CR90] VERY FAST RISER
7)	FWS	28-12	S	STAR	(inj10) (contract 2K for 24 sessions)
8)	QUITO MEX				***

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

***8) your scout in deepest SouthAmerica has sent you a report regarding a generational talent he has discovered at a small insignificant club deep in the amazon rain forest. He is an amateur so no fee is needed but his family are poor and he requires a good starting wage. Do you take a chance on him and what wage and contract do you offer him. Bid for this player VIA YOUR TURNSHEET GM MESSAGES named Quito Mex.

You are bidding on his wekely wage and contract. if wage bids are tied the length of contract will decide.

NOTE He cannot be sold onto another club for three sessions

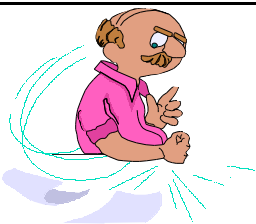
9)	FW	18-2	S	SBY	Coggleshall of Deeping Dynamo {RES 500k - 24% BW/ 77% CR}
10)	WG	18-2	S	APP	Haaland of Koningswulf As {RES 200k - 24% BW/ 90% CR}

11)	UT	21-8	P/S	-	Beowulf of Highfield (Res 280K)
12)	MF	29-12	P/S	-	Ruddi of Highfield (Res 120K)

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



KICKABOUT BITS



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 allowss 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

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

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

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



KICKABOUT BITS

THE KICKABOUT COMMUNITY

EMAIL CHAT LIST -. 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.

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 teampick maestro will change this

MUTTERINGS AND MEANDERINGS OF THE KICKABOUT MIND

- A Sweeper is basically a defender with additional responsibilities. Adopted from the continental game, the Sweeper tends to play behind the men at the back, forming a mobile, roving line of defence that can move to lend aid where needed, and to make timely interceptions in attacks that might otherwise result in a goal scoring opportunity. The use of Sweepers reduces the tactics available to your side, as they will be unable to play an Offside game, due to the Sweeper's position throughout the match.

When played in the Sweeper's role, this player has one major benefit and one major drawback. The benefit is that if the opposing side is fielding a FWT in their team, the SW automatically "man-marks" him for the duration of the game, ensuring that the FWT is unable to play his normal game. The drawback is that if your side chooses to push too many players forward, the SW is forced to move into a solely defensive position, playing as a DF only.



KICKABOUT MONEY

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 £63.75 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!



KICKABOUT

FUN

FORTHCOMING KA WEEKENDS

Glasgow weekend dates 9th-12th October

Craig, Jens, Cranners & Colly are first men in here

Gerard, Seamus, Gareth, Nick, Rob, Cranners, Steadders, Neil B, Adrian, , Bo, Morten, Wadders & Nick M c... I reckon they will be coming along

NOW FULL

And Bo has offered to host us all at his place in Odense during the spring of 2026 Dates now settled 14th to 17th of May

Bo, Rob, Tim, Dennis & Jens are first men in

Craig, Gareth, Nigel, Cranners, Seamus, Gerard, Wadders, Nick Wilson, Adrian, Pete Jorgie, Danny Brez & Morten have all said they will be there

(looks like it could be a twenty player weekend at this rate. Tickle Jens tummy folks and make it so)

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

First men in are Gerard, Seamus, Jens & Wadders

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





KICKABOUT INTS

THE INTERNATIONAL TROPHY

There will be two groups of six teams each playing the other once (remember an extra point for an away performance), There will then be a KO semi-final, for all positions and a final session of six games to decided the twelve placings

First the prizes,

WINNER - 500K

RUNNER-UP - 200K

BEATEN SEMI-FINALISTS - 150K each

Beating any HIGHER RANKED team earns your club balance 100K

Winning any game (though not on penalties) gains you an extra 1 MP for your club side

The international scene can be therefore quite lucrative for your club side and with the arrival of your free SUPER SCOUT on Session two this becomes even more lucrative as well. However remember that if you fail to put in any orders he will DISSAPPEAR and you can only get him back by submitting a set of orders next time, and asking fro him back, when he will re-appear at the end of that session you submitted the orders.

FIXTURE SCHEDULE

S2 - A v B / C v D / E v F

S3 - B v C / D v E / F v A

S4 - C v F / E v A / B v D

S6 - D v F / A v C / B v E

S8 - A v D / F v B / C v E

S10 - PLAY-OFFS ALL TWELVE TEAMS

S12 - FINAL GAMES ALL TWLEVE TEAMS



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KICKABOUT INTS THE INTERNATIONAL TROPHY

GROUP 1

SPAIN Filip 46(p) Daniel clambake 52 Pitch: Wet	2 : 0 GERMANY Att 53436 Wind: Brisk	(H - 0.5)
WALES Att 68223 Pitch: Hard	0 : 0 ENGLAND Wind: Brisk	(A - 0.5)
SCOTLAND Readie 14 Selkirk 19,36 Watt 37 Pitch: Good	4 : 1 DENMARK Mash 24 Att 61046 Wind: Light	(H - 0.5)

GROUP 2

ASIA Sothow 1 Sai-in tu 49 Shere khan 64,76 Wing yip 87 Pitch: Good	5 : 3 USA Eastwood 17,74 Nation 77 Att 68630 Wind: Brisk	(H - 0.9)
SWEDEN Bjorn 18,41 Att 66342 Wind: Brisk	2 : 2 NORWAY Aamodt 59 Rune 78 Pitch: Good	(H - 0.3)
ITALY Estoril 16	1 : 0 FRANCE Att 65276	(H - 0.7)

INTERNATIONALS - GROUP 1

...TEAMNAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 SPAIN	3	1	1	0	2	0	1	0	0	3	0	5	8
2 SCOTLAND	3	1	0	1	4	4	0	1	0	3	3	0	5
3 ENGLAND	3	0	1	0	3	3	0	2	0	0	0	0	5
4 GERMANY	3	0	1	0	0	0	1	0	1	1	2	-1	5
5 DENMARK	3	1	0	0	1	0	0	1	1	1	4	-2	5
6 WALES	3	0	1	1	0	1	0	0	1	0	1	-2	1

INTERNATIONALS - GROUP 2

...TEAMNAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 ITALY	3	2	0	0	2	0	1	0	0	2	1	3	10
2 ASIA	3	2	0	0	10	3	0	0	1	0	1	6	6
3 NORWAY	3	0	0	1	1	2	1	1	0	4	3	0	6
4 SWEDEN	3	0	2	0	2	2	0	1	0	0	0	0	4
5 USA	3	0	0	1	1	2	0	1	1	3	5	-3	2
6 FRANCE	3	0	1	0	0	0	0	0	2	0	6	-6	1

NO FRIENDLY POOL



KICKABOUT EUROS CHAMPIONS TROPHY DRAW

GROUP ONE

A - REC WAND [NEL]
B - BOLTON WAND [LIV]
C - ICI BOLTON [GLA]
D - STEELCITY HAWKS [WEL]
E - COMP CITY [DIS]
F - WANDSWORTH TOWN [NEW]

GROUP TWO

A - GESSLE WARRIORS [DIS]
B - SOUTHLAND CITY [MON]
C - UGLE BETIS [DIS]
D - FC SPROUT [JAC]
E - SUTTON ROVERS [GLA]
F - CATTO OB [WEL]

GROUP THREE

A - CARLILE CITY [CHUR]
B - BLACKPOOL [NEW]
C - DAGGERS FC [JAC]
D - CHINTZ CHIANTI [DIS]
E - RUDDLAN ROVERS [NEL]
F - LICHFIELD ROV [RAL]

GROUP FOUR

A - DAKIN UTD [CHU]
B - BURNHAM DOWN [NEW]
C - AMELIE [DRA]
D - DANETOWN R [RAM]
E - CELTIC NEVADA [DIS]
F - GILLINGHAM [SHA]

The top two in each group will qualify for the finals

The group fixtures re as follows

SESS 2 : A v B - C v D - E v F

SESS 4 : B v C - F v A - D v E

SESS 6 : D v A - C v E - B v F

SESS 8 : D v B - C v F - E v A

SESS 10 : A v C - E v B - F v D

Draws for other euro competitions will appear in future newsletters

CHAMPIONS TROPHY 1st round Series One

RECWAND Att 43000* Wind: Gale	0 : 1 BOLTON WANDS (A - 1.1) Kandinsky 17 Pitch: Hard	CARLISLE CITY Hugo 2,26,30,46 Ozil turk 9 Wind: Brisk	5 : 1 BLACKPOOL (H - 1.3) Jay garmley 22 Att 38427* Pitch: Hard
ICI BOLTON Att 58806 Wind: Gale	0 : 1 STEELCITY HAWKS (A - 0.3) Gjenz 26 Pitch: Good	DAGGERS FC Beto 15 Wind: Gale	1 : 0 CHINTZ CHIANTI (A - 1.1) Att 57072 Pitch: Wet
COMP CITY Att 50275 Pitch: Hard	0 : 0 WANDSWORTH TOWN (H - 0.9) Wind: Gale	RUDDLAN ROVERS Att 56285 Pitch: Wet	0 : 0 LICHFIELD TIGER (H - 0.1) Wind: Gale
GESSLE WARRIORS Inj - Baldinsky (9) Att 55295 Pitch: Good	0 : 1 SOUTHLAND CITY (H - 0.1) Maggie 32 Wind: Gale	DAKIN UNITED Att 59758 Pitch: Good	0 : 0 BURNHAM DOWN (A - 0.1) Wind: Gale
UGLE BETIS Umarji 79 Wind: Gale	1 : 0 FC SPROUT (H - 0.1) Att 58484 Pitch: Good	AMELIEHEKEANI Att 55860 Wind: Gale Pitch: Hard	0 : 2 DANETOWN FC (A - 0.7) O'bongo 12 Bin laden 63
SUTTON ROVERS Att 57235 Wind: Gale	0 : 0 CATTON OLD BOYS (H - 0.1) bkd - Lubi-loub lewis (50) Pitch: Wet	CELTIC NEVADA Att 41353* Pitch: Hard	0 : 0 GILLINGHAM FC (A - 0.9) Wind: Brisk

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SUPER CUP 1st round Draw Session Four

NETHERTON [RAM] v REEBOK WANDS [SHA]
WBA [CHU] v PALMEIRAS[NEL]
SAINTS [JAC] v DORE UTD [RAM]
CARLETON CITY[GLA] v TARTAN TERRORS [MON]
HORNCHURCH[NEL]v RAITH ROVERS [CHU]
INCIPIENT UTD[SHA] v TOOLBOX FC[MON]
SCYANES HILL[SHA] v RUSHEN UTD[DIS]
WEST YORKSHIRE [RAL]v MIDNIGHT HEROES[SH]
AJAX [NEW] v THE MASHERS[WEL]
BRISTOL ROB[WEL] v LAISSEZ-FAIRE [DRA]
WYCOMBE T [JAC] v UFFINGTON FC [GLA]
ST PETERS LIV v LEICESTER CITY[CHU]
FOREST ISLAND[JAC] v WEMBLEY FC[NEL]
PUTNEY CELTIC [DRA v ABBEY ROAD [NEW]
GILLESPIE ROAD[DIS] v LUTTERWORTH TOWN[RAL]
EASTWOOD FOREST[DIS] v CROYDON FLYERS[LIV]





KICKABOUT REPS

REPRESENTATIVE LEAGUE

REPRESENTATIVE LEAGUE

DIVISION ONE

- (A) NEWTON
- (B) DISRAELI
- (C) RAMSEY
- (D) SHAKESPEARE
- (E) RALEIGH

DIVISION TWO

- (A) JACKSON
- (B) WELLINGTON
- (C) GLADSTONE
- (D) CHURCHILL

DIVISION THREE

- (A) MONTGOMERY
- (B) DRAKE
- (C) LIVINGSTONE
- (D) NELSON

SCHEDULE

SESS 5	A v B / C v D
SESS 7	E v A / B v C
SESS 9	D v B / C v E
SESS 11	E v D / A v C
SESS 13	D v A / B v E

DISRAELI REPRESENTATIVE SQUAD

1)	UCHIYAMA	GK	22-13	KINGS TOWN RAN
2)	MURPHY	GK	27-12	UGLE BETIS
3)	JENSEN	SW	24-12	P/S COMP CITY
4)	RANDY NICHOLSON	SW	32-12	S UGLE BETIS
5)	TAVI	DF/A	29-12	P/S SOUTHEND TITANS
6)	GRIMANDI	DF	26-13	P/S DYNAMO TINSLEY
7)	MARASH DESAILLY	DF	32-12	P/S COMP CITY
8)	PONT	DF/A	24-12	P/S BODIAM CASTLE
9)	WILLIAMS	DF/A	21-13	S PERTH CITY
10)	TOJO BANZAI	MF/A/D	31-12	P/S COMP CITY
11)	INGERSSON	MF/D	32-13	P/S DEEPING DYNAMO
12)	PALME	MF/A	28-13	P CLIFTON MAGIC
13)	MORRISON	MF/A/D	27-12	P/S CHINTZ CHIANTI
14)	DRUPPERS	MF/A/D	27-12	P/S MILLWALL FC
15)	HAMMURABI	FW	26-13	S UGLE BETIS
16)	TRACESCU	WG	22-14	P/S CWM PALIS JEWELS
17)	ZELENSKY	FWS	22-13	P/S COMP CITY
18)	HAVEN	FWS	32-12	P/S THESPS FC
19)	UTRECHT	FWT	29-12	P SOUTHEND TITANS
20)	UMARJI	UT	21-13	S UGLE BETIS
21)	PEDRO CAPTANEZ	UT	33-12	P CHINTZ CHIANTI
22)	KING	UT	20-13	S REAL ROYALS



CONTRACTS UPDATE

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+

NOTE THIS WELL ALSO

In the calculations above where it refers to WAGES, this also refers to wages + any experience the player as. This means that you are NOT ever sure about the calculation. Not that important for a normal player who does not have an * by his name, but where specialists are involved it can be important. So we suggest that when offering a contract to a player who is a specialist or has an * by his name, you add something extra to the calculation. I would say 5k is a good rule of thumb

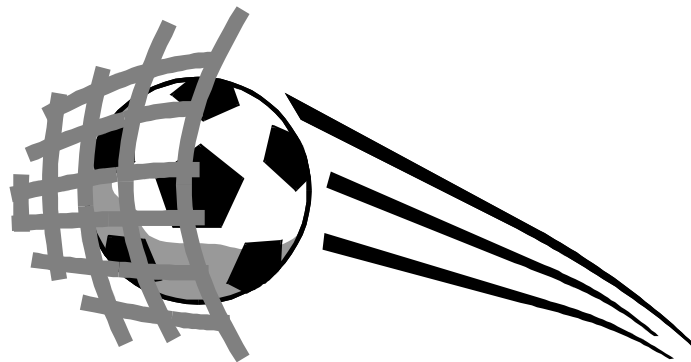
MANAGER'S NEEDED

SPECIAL OFFER

The two quick leagues Messi & Hope will have a few places free when the season ends next week. We'd like to fill these few places up so here's a dooper souper special offer fo you.

Take on a team with a free season on offer and you can claim a free season for ONE of your othert teams. How can you turn that down. Open to existing or new Quick league players.

Give it a go ???



First Phase and Second Phase

First Phase

FIRST PHASE possession is basically the normal way of creating shots and testing them against the opposition. It's an up-dated system that follows on from the old 'United' simplistic way of generating shots. I won't go into this again, it is explained in the rulebook, but basically each area is tested against the opposition's relevant area to generate a shot total for that area (though MANY, MANY other factors are taken into consideration in doing this!)

A shot total for each area is thus generated and then tested against the opposition, moving through the field of play so to speak. Thus if your defence generates shots against the opposing midfield, they are then tested against the opposing midfield to see how many go through (at this point it is worth pointing out that UT's aren't as good as other players in getting them/ stopping them going through. Then they are tested against the opposing defence before a total is worked out that are on target so to speak, and tested against keeper and sweeper if one is playing. Thus defensive shots aren't as valuable as other areas, because they have so much more to do before they can become on target. The same is done for midfield, then forwards, who you can see would be more effective as they are only tested against the defence before being adjudged to be on target.

Now in all this generation various major factors affect the shot creation totals, for example, whether you are playing defensively, whether the opposition has an effective offside trap, zonal marking, etc., all restrict the effectiveness of first phase shot creation.

Second Phase

Now here is where the whole thing becomes interesting indeed. Second phase possession is different in that it is NOT tested against the other areas of play. Second phase possession consists of those shots generated by your FWT, your DF/A and your Creative players. These shots go immediately to be tested against keeper/sweepers. Thus they are Far more effective if you have such players and they work for you. The only thing that can stand in the way of these factors are your ball-winning players, who can stop these shots before they are tested. Now a thing to remember about Ball-winning shot negation is that they only stop shots in areas where shots have been created by the opposition. So if you have an armada of midfield ball-winners, but your opponents has DF/A's & FWT men then they are going to be wasted (though remember that Ball-winners also stop the normal shots created from First Phase possession if they come through to that area. It doesn't take a genius to show that ball-winners are BEST in defence (Norwich City & Crystal palace please note), as FWT & DF/A's if they are active ALWAYS add their shots to the forward line.

Ok, so FWT/ DFA/ CR players are therefore very effective indeed, simply because shots they create are going to have an 'easier' passage towards goal. This means that if your opponent has these 'shots' in his armoury you have to devise ways to stop him. It means a sweeper playing as a sweeper is a very important tool in your armoury for this alone, never mind his other advantages, while pressing the opposing defence back, where he is playing a DF/A becomes important indeed. Ball-winners help to negate Creative players, though against a side packed with high creative players (and there are some), stopping this form of second phase possession is sometimes difficult to do.
