

KICKABOUT ONLINE

07470132611

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 DYSTOPIA IV	2	1	0	0	5	0	1	0	0	2	0	7	6
2 HILL VALLEY	2	1	0	0	3	0	1	0	0	2	0	5	6
3 TON-EIGHTY FC	2	1	0	0	1	0	1	0	0	2	0	3	6
4 LEAMINGTON SPA	2	1	0	0	4	0	0	1	0	1	1	4	4
5 MEMORIAL PARK	2	0	1	0	1	1	1	0	0	4	0	4	4
6 DYNAMO KASHYYYK	2	1	0	0	1	0	0	1	0	0	0	1	4
7 THE MIGS	2	1	0	0	2	0	0	0	1	0	1	1	3
8 CORELLA PIRATES	2	0	1	0	0	0	0	0	1	0	4	-4	1
9 SITH HAPPENS FC	2	0	0	1	0	2	0	0	1	0	2	-4	0
10 MANDALORE	2	0	0	1	0	2	0	0	1	0	3	-5	0
11 TUSKEN RAIDERS	2	0	0	1	0	4	0	0	1	0	1	-5	0
12 DARKSIDE ARTS	2	0	0	1	0	2	0	0	1	0	5	-7	0

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 JLR COMMANDOS	2	1	0	0	3	0	1	0	0	2	0	5	6
2 STILE COMMON	2	1	0	0	1	0	1	0	0	1	0	2	6
3 KA ROYALTY	2	1	0	0	4	3	0	1	0	0	0	1	4
4 HENLEY ROVERS	2	1	0	0	1	0	0	1	0	2	2	1	4
5 MOSEISLEY JAWAS	2	0	1	0	0	0	1	0	0	1	0	1	4
6 HAN SHOT FIRST	2	0	1	0	0	0	0	1	0	0	0	0	2
7 BRUTUS AWAKENS	2	0	1	0	2	2	0	0	1	3	4	-1	1
8 KESSEL RUNNERS	2	0	1	0	0	0	0	0	1	0	1	-1	1
9 GOBAITH FC	2	0	0	1	0	1	0	1	0	0	0	-1	1
10 FULL THROTTLE FC	2	0	0	1	0	2	0	1	0	0	0	-2	1
11 BROMLEY CITY	2	0	1	0	0	0	0	0	1	0	3	-3	1
12 THE FORCE	2	0	0	1	0	1	0	0	1	0	1	-2	0

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 CHERNOBYL	2	1	0	0	3	2	1	0	0	1	0	2	6
2 SGSE UTD	2	0	1	0	0	0	1	0	0	3	0	3	4
3 ATHLETICO SMITH	2	0	1	0	1	1	1	0	0	2	0	2	4
4 PARK STREET	2	1	0	0	2	0	0	1	0	0	0	2	4
5 SEASIDE FC	2	1	0	0	2	1	0	1	0	0	0	1	4
6 HIGHWOODS UTD	2	1	0	0	1	0	0	1	0	0	0	1	4
7 ANDRASSY AVENUE	2	0	1	0	0	0	0	1	0	1	1	0	2
8 HARROWBY UNITED	2	0	1	0	0	0	0	0	1	0	1	-1	1
9 PFC LUBOCRANETS	2	0	0	1	0	1	0	1	0	0	0	-1	1
10 STAR COMMAND	2	0	1	0	0	0	0	0	1	0	2	-2	1
11 BEGGARS CANYON	2	0	0	1	0	2	0	0	1	1	2	-3	0
12 R.Y.L WOOLWICH	2	0	0	1	0	3	0	0	1	2	3	-4	0

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Hope League - Session One

Season 15

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RESULTS ROUND-UP

TEMPERATURE: Hot

Week one

DIVISION 1

LEAMINGTON SPA 4 : 0 **CORELLA PIRATES** (H - 1.9)
Wazewski 17,50
Voronoy 21,21
Pitch: Good

DYNAMO KASHYYYK 1 : 0 **THE MIGS** (H - 1.3)
Jensen 44
Wind: Calm

DYSTOPIA IV 5 : 0 **DARKSIDE ARTS** (H - 0.7)
Meltdown 24,26,69
Malfeasance 25
Cockroach 53

SITH HAPPENS FC 0 : 2 **TON-EIGHTY FC** (A - 0.3)
bkd - Rhinar (68)
Att 27526
Wind: Calm

HILL VALLEY 3 : 0 **MANDALORE** (H - 0.9)
Debbie d dallas 29
Donald duck 46,56
Pitch: Hard

TUSKEN RAIDERS 0 : 4 **MEMORIAL PARK** (H - 1.1)
off - (b)mcgovern (89)
Att 30119
Wind: Calm
Pitch: Good

DIVISION 2

KESSEL RUNNERS 0 : 0 **KA ROYALTY** (H - 0.5)
bkd - Groku (44)
Att 25587
Pitch: Hard

BRUTUS AWAKENS 2 : 2 **HENLEY ROVERS** (H - 0.5)
Dag skywalker 31
Jabba 88
Att 33783*
Pitch: Hard

BROMLEY CITY 0 : 0 **HAN SHOT FIRST** (A - 0.7)
Att 27441*
Pitch: Good

THE FORCE 0 : 1 **MOSEISLEY JAWAS** (A - 1.1)
Att 28043
Wind: Calm

FULL THROTTLE FC 0 : 2 **JLR COMMANDOS** (A - 1.1)
Att 31918
Wind: Calm
Pitch: Hard

GOBAITH FC 0 : 1 **STILE COMMON** (A - 2.9)
Att 23789
Wind: Calm

DIVISION 3

HIGHWOODS UTD 1 : 0 **HARROWBY UNITED** (H - 0.3)
Zelenski 87
Wind: Calm

PARK STREET 2 : 0 **STAR COMMAND** (A - 0.5)
Gm hopkins 27
Romsdal 51
Wind: Calm

SGSE UTD 0 : 0 **PFC LUBOCRANETS** (H - 0.7)
off - Reed (62)
Att 32996
Wind: Calm
Derby Game

SEASIDE FC 2 : 1 **BEGGARS CANYON** (H - 3.9)
Aleksic 30
Samardzic 31
Att 21903
Wind: Calm
Pitch: Wet
Derby Game

FINGEREY COMES ALIVE

CHERNOBYL 3 : 2 **R.Y.L WOOLWICH** (H - 0.9)
Usyk 27,45
Statnik 81
Att 26474
Pitch: Hard

ATHLETICO SMITH 1 : 1 **ANDRASSY AVENUE** (H - 0.5)
Sykes smith 54
Att 26358*
Pitch: Good

Week two

DIVISION 1

MANDALORE 0 : 2 **DYSTOPIA IV** (A - 0.7)
Att 27282
Wind: Calm

MEMORIAL PARK 1 : 1 **LEAMINGTON SPA** (A - 0.5)
Ataturk 22
Att 36000*
Pitch: Hard

CORELLA PIRATES 0 : 0 **DYNAMO KASHYYYK** (A - 1.5)
Att 28015
Wind: Calm

THE MIGS 2 : 0 **SITH HAPPENS FC** (A - 0.5)
Chew hale 10
Dongo bastos 43
Wind: Light

DARKSIDE ARTS 0 : 2 **HILL VALLEY** (A - 0.5)
bkd - Kochi (52)/
Wiper blade (49)/
Ax tagrin (34)/
Ash da hut (39)
Derby Game

TON-EIGHTY FC 1 : 0 **TUSKEN RAIDERS** (A - 0.9)
Muftak 57
Wind: Calm

DIVISION 2

JLR COMMANDOS 3 : 0 **BROMLEY CITY** (H - 2.1)
Andor 50
Brabham 52
Hunt the hill 81

STILE COMMON 1 : 0 **KESSEL RUNNERS** (H - 0.7)
Tuborg 28
Wind: Calm

KA ROYALTY 4 : 3 **BRUTUS AWAKENS** (A - 0.5)
Sebulba 24,78
Lord lawton 57
Princess morten 90
Wind: Calm

HENLEY ROVERS 1 : 0 **THE FORCE** (H - 0.9)
Dillon 60
Wind: Calm

HAN SHOT FIRST 0 : 0 **FULL THROTTLE FC** (A - 0.4)
Att 25991
Pitch: Good

MOSEISLEY JAWAS 0 : 0 **GOBAITH FC** (H - 2)
Att 27603
Pitch: Hard

DIVISION 3

R.Y.L WOOLWICH 0 : 3 **SGSE UTD** (A - 1.1)
Att 31160
Wind: Light
Pitch: Good
Derby Game

ANDRASSY AVENUE 0 : 0 **HIGHWOODS UTD** (H - 1.3)
Att 26518
Pitch: Hard

HARROWBY UNITED 0 : 0 **PARK STREET** (A - 0.3)
Att 22792
Pitch: Good

STAR COMMAND 0 : 0 **SEASIDE FC** (H - 0.9)
Att 22332
Pitch: Good

PFC LUBOCRANETS 0 : 1 **CHERNOBYL** (H - 0.1)
Att 31321
Wind: Calm

BEGGARS CANYON 0 : 2 **ATHLETICO SMITH** (A - 4.3)
Att 23576
Wind: Calm
Pitch: Good

Week three

HOPE FRIENDLIES

TAMWORTH(NL) 0 : 0 **CORELLA PIRATES** (H - 0.1)

BEGGARS CANYON 0 : 0 **WHITBY TOWN(NL)** (A - 2.7)

ROMULUS(NL) 5 : 0 **HARROWBY UNITED** (H - 1.3)

MET POLICE(NL) 2 : 0 **ATHLETICO SMITH** (H - 1.5)

UXBRIDGE(NL) 3 : 0 **DARKSIDE ARTS** (H - 2.9)

TELFORD UTD(NL) 3 : 0 **BRUTUS AWAKENS** (H - 3.7)

DYSTOPIA IV 0 : 1 **ENFIELD(NL)** (A - 2.5)

WOKING(NL) 2 : 0 **FULL THROTTLE FC** (H - 1.9)

CARSHALTON(NL) 0 : 0 **HAN SHOT FIRST** (H - 0.7)

ANDRASSY AVENUE 1 : 1 **SOUTHPORT(NL)** (A - 1.3)

ALFRETON TOWN(NL) 1 : 0 **DYNAMO KASHYYK** (H - 1.1)

GOBAITH FC 0 : 3 **HEDNESFORD (NL)** (A - 5.5)

SUTTON UTD(NL) 3 : 0 **HENLEY ROVERS** (H - 5.1)

HIGHWOODS UTD 0 : 3 **WEYMOUTH(NL)** (A - 5.5)

MARGATE(NL) 1 : 0 **LEAMINGTON SPA** (H - 5.5)

PFC LUBOCRANETS 0 : 2 **STEVENAGE(NL)** (A - 2.1)

RUNCORN(NL) 0 : 0 **PARK STREET** (A - 1.3)

HASTINGS UTD(NL) 5 : 0 **HILL VALLEY** (H - 2.7)

NORTHWICH(NL) 4 : 0 **KESSEL RUNNERS** (H - 2.5)

MEMORIAL PARK 0 : 2 **WELLING(NL)** (A - 1.5)

KETTERING(NL) 4 : 0 **MOSEISLEY JAWAS** (H - 2)

STAFFORD(NL) 1 : 0 **MANDALORE** (H - 1.7)

SLOUGH(NL) 0 : 0 **JLR COMMANDOS** (H - 1.5)

BATH(NL) 7 : 0 **SEASIDE FC** (H - 4.5)

TUSKEN RAIDERS 7 : 0 **WYCOMBE(NL)** (H - 2.9)

STOWMARKET(NL) 1 : 0 **SGSE UTD** (H - 2.7)

STILE COMMON 0 : 0 **COLWYN BAY(NL)** (A - 2.1)

THURROCK(NL) 6 : 0 **R.Y.L WOOLWICH** (H - 3.9)

AFC HAYES(NL) 4 : 0 **SITH HAPPENS FC** (H - 4.7)

DIDCOT TOWN(NL) 2 : 0 **THE FORCE** (H - 2.5)

ALTRINCHAM(NL) 1 : 0 **STAR COMMAND** (H - 2.1)

WROXHAM(NL) 5 : 0 **THE MIGS** (H - 4.3)

DROYLSDEN(NL) 5 : 0 **KA ROYALTY** (H - 4.1)

CHERNOBYL 0 : 3 **OXFORD CITY(NL)** (A - 3.5)

BROMLEY CITY 0 : 2 **STAFFORD(NL)** (A - 4.4)

WEATHER FORECAST

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

TOP OF ANOTHER
DIVISION THE
MONKEYS
REALLY HAVE
TAKEN OVER THE
KICKABOUT
ASYLUM



STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	MELTDOWN	DYSTOPIA IV	5
2	DONALD DUCK	HILL VALLEY	4
3	VORONOV	LEAMINGTON SPA	2
4	WAZEWSKI	LEAMINGTON SPA	2

DIVISION 2

1	CRANYODA	BRUTUS AWAKENS	3
2	DILLON	HENLEY ROVERS	2
3	SEBULBA	KA ROYALTY	2

DIVISION 3

1	USYK	CHERNOBYL	2
2	FREEDOM	SGSE UTD	2

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- (B)MCGOVERN [1] (TUSKEN RAIDERS) / DARTH CRANFIELD [1] (BRUTUS AWAKENS) / REED [1] (SGSE UTD) / SITH VISCIOUS [1] (BEGGARS CANYON) /

Since a Home Defeat

Stile Common	25 games
Bromley City	21 games
Jlr Commandos	10 games
Leamington Spa	9 games
Moseisley Jawas	8 games
Harrowby United	7 games
Dystopia Iv	6 games
Ka Royalty	5 games

Consec. Away Defeats

Kessel Runners	13 games
Star Command	11 games
Brutus Awakens	4 games
Corella Pirates	3 games

MANAGERIAL RATINGS - YOUTH

TOP

HAN SHOT FIRST - 0

STAR COMMAND - 1

STILE COMMON - 2

BOTTOM

DARKSIDE ARTS - 33

SEASIDE FC - 34

HILL VALLEY - 35

MANAGERIAL RATINGS - SPs

TOP

SGSE UTD - 0

HILL VALLEY - 1

SEASIDE FC - 2

BOTTOM

DARKSIDE ARTS - 30

SITH HAPPENS FC - 30

MANDALORE - 30

PRIVATE DEALS

DARKSIDE ARTS sold WIPER BLADE (23-5 MF/A) {P/S} to MANDALORE for 850K

GOBAITH FC sold HANNIBAL (18-11 MF) to MANDALORE for 600K

MANDALORE sold TEDDI JEDDI (19-10 FW) to GOBAITH FC for 0K

MEMORIAL PARK sold MAWENZI (32-4 MF/D) to HIGHWOODS UTD for 175K

CORELLA PIRATES sold STIFFER (21-8 FWS) {P/S} to THE FORCE for 600K

CORELLA PIRATES sold ASH THE HUT (28-4 MF/D) {P/S} to HARROWBY UNITED for 600K

GOBAITH FC sold BEN WILSON (23-5 DF) {P/S} to DARKSIDE ARTS for 85K

TON-EIGHTY FC sold VAN VEEN (22-6 MF/A) to TUSKEN RAIDERS for 750K

TUSKEN RAIDERS sold DOC (30-4 MF/A/D[r]) to TON-EIGHTY FC for 0K

R.Y.L WOOLWICH sold TUSKEN THOMMO (22-6 DF/A) {P/S} to STAR COMMAND for 450K

All deals completed successfully!

AUCTION PAGE

AUCTION RESULTS FOR SESSION ONE

AUCTION RESULTS						
POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) GK	17-2	VIANA	(LEAMINGTON SPA)	1270K	7	1234K
2) SW	18-2	TAVIRA	(SEASIDE FC)	444K	10	289K
3) DF/A	19-10	FREDALA	(PFC LUBOCRANETS)	1548K	7	1081K
4) DF	18-2	ALVOR	(MANDALORE)1	199K	9	955K
5) MF	18-2	SCWARES	(DYNAMO KASHYYK)	267K	3	221K
6) MF	19-10	FERNANDUD	(BROMLEY CITY)	789K	7	689K
7) FW	17-4	FERRAGUDO	(SEASIDE FC)	1888K	11	1189K
8) UT	18-2	JAVIER	(HILL VALLEY)	889K	12	767K
9) FWS	22-12	PENICHE	(SEASIDE FC)	888K	6	677K
10) FW	19-11	ADASCA	(HAN SHOT FIRST)	1288K	9	879K
11) UT	25-7	SAZED	(SITH HAPPENS FC)	567K	4	333K
12) UT	18-10	DE OLIVEIRA	(FULL THROTTLE FC)	598K	9	579K
13) CROWD:3000			(R.Y.L WOOLWICH)	387K	9	366K
14) SUPERScout			(JLR COMMANDOS)	266K	8	255K

All players not shown were unsold.

ROLLING AUCTION FOR SESSION TWO

1)	BUY 2 PPs					
2)	FW	18-2	S	SBY	Vandiiijk of Sith Happens Fc {RES 500k - 18% BW/ 64% CR}	
3)	GK	18-12	-		Alderon of Beggars Canyon {RES 1600k - 1% BW/ 0% CR}	

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- 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.

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.



FORTHCOMING KA WEEKENDS

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

**Bo, Rob, Tim, Dennis & Jens are first men in
Craig, Gareth, Nigel, Cranners, Seamus, Jens, 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**

**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?**

**KA becomes 40 years old in 2027, perhaps something special
to be arranged?**

THE MUTTERINGS AND EOF 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.

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)

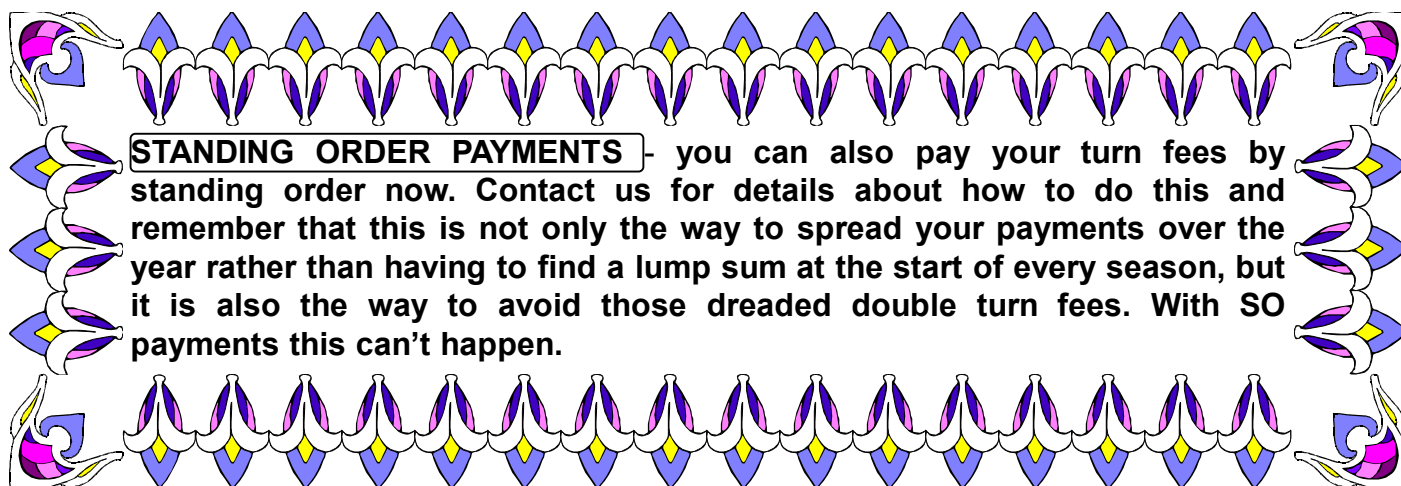
LEAGUE CUP GAMES

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



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

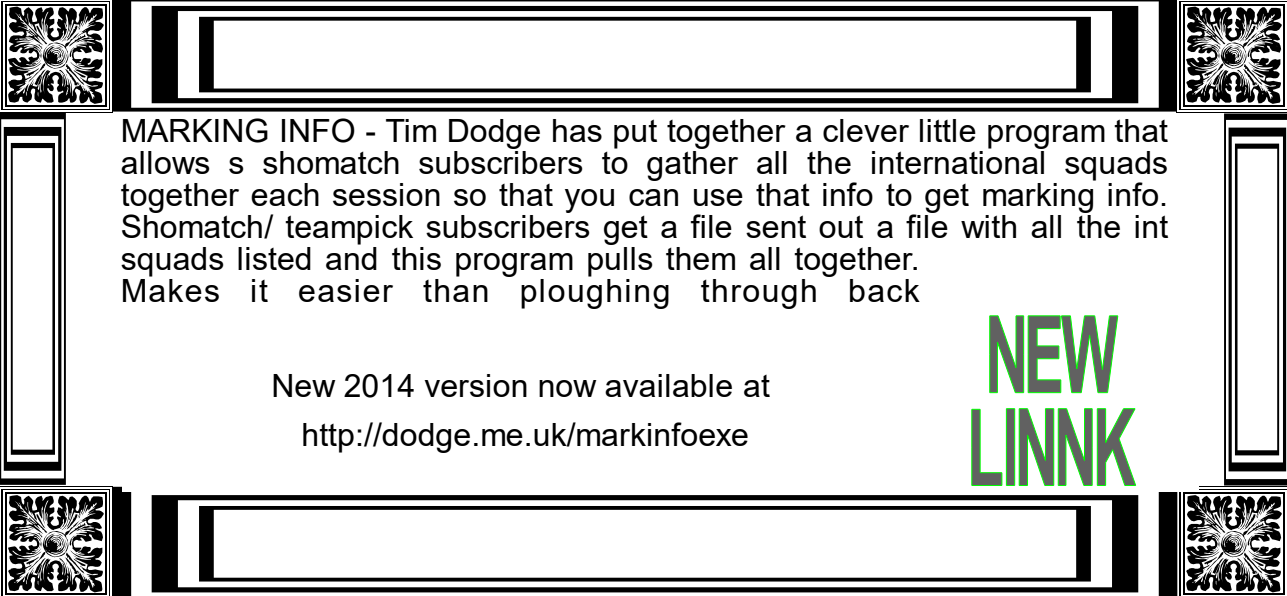
- S8** Quarter-finals
- S12** Semi-finals
- S14** Final

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)
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. 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
LINNK**

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 has. 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

MANAGERS 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 for you.

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

PETE ON THE
MARCH



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 there 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.
