

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 HAN SHOT FIRST	19	5	4	0	19	0	8	1	1	38	12	45	44
2 THE FORCE	19	8	1	0	22	4	4	5	1	16	7	27	42
3 FULL THROTTLE FC	19	5	4	1	14	5	6	1	2	29	12	26	38
4 SITH HAPPENS FC	19	6	3	0	22	8	4	4	2	17	7	24	37
5 GALACTIC STARS	19	5	2	2	23	17	3	4	3	13	11	8	30
6 PFC LUBOCRANETS	19	4	3	2	17	12	3	2	5	13	19	-1	26
7 ETERNAL SPRINGS	19	3	3	4	17	20	4	2	3	11	11	-3	26
8 MANDALORE	19	2	1	7	20	36	3	2	4	32	31	-15	18
9 GOBAITH FC	19	4	0	6	19	22	1	2	6	8	26	-21	17
10 SMITHY ATHLETIC	19	2	2	6	8	27	1	3	5	9	28	-38	14
11 STILE COMMON	19	1	5	3	9	18	1	2	7	4	15	-20	13
12 JLR COMMANDOS	19	1	1	8	12	25	1	1	7	4	23	-32	8

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 ANDRASSY AVENUE	19	8	2	0	31	8	5	2	2	15	11	27	43
2 CHERNOBYL	19	7	1	1	20	10	6	2	2	16	6	20	42
3 HENLEY ROVERS	19	6	4	0	20	4	6	1	2	24	13	27	41
4 DYSTOPIA IV	19	6	3	1	26	10	4	1	4	19	13	22	34
5 GALERIE BLEU FC	19	3	3	3	8	9	4	2	4	19	16	2	26
6 MOSEISLEY JAWAS	19	7	0	3	18	16	1	1	7	14	29	-13	25
7 HILL VALLEY	19	4	2	4	22	16	2	3	4	12	17	1	23
8 MEMORIAL PARK	19	3	2	4	14	7	1	6	3	5	8	4	20
9 BRUTUS AWAKENS	19	4	0	5	16	17	2	2	6	13	19	-7	20
10 RPG ROVERS	19	3	1	5	9	16	3	1	6	6	10	-11	20
11 STAR COMMAND	19	3	5	2	8	5	0	3	6	2	12	-7	17
12 STARFIGHTER FC	19	2	1	6	7	30	0	0	10	3	45	-65	7

Looks like a two horse race now with **Han Shot & Full Throttle** left in it with just three games to go. Down at the bottom an overwhelming victory for **Mandalore** as make themselves almost safe thrashing a wakened **Smithy Athletic** side (surprise, surprise!).

Andrassy go back to the top in the second. Still a toss up though which of the three will get promotion. Down to the wire I think.

Congrats to **the Force**, picking up a trophy, as they lift the League cup. First of three and what could be a great season for them, with luck.



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Hope League - Session Fourteen

Season 4

RESULTS HOPE SESSION FOURTEEN

HAIL THE FORCE

RESULTS ROUND-UP

TEMPERATURE: Cool

Week forty

DIVISION 1

ETERNAL SPRINGS Nevaending 15 Att 35807* Pitch: Wet	1 : 1 PFC LUBOCRANETS (A - 0.1) Lubi loub lewis 55 Wind: Light
JLR COMMANDOS Jones 69 Inj - Guardz (6) Att 53500* Wind: Brisk Pitch: Good	1 : 5 HAN SHOT FIRST (A - 2.1) Han solo 4 Jonny b goode 57 Torian cadera 61 Dahl 67,89 off - Jonny b goode (66) Inj - Dahl (2)
SMITHY ATHLETIC Charlie smith 36 Boris smith 90 Att 41773 Wind: Light Pitch: Wet	2 : 10 MANDALORE (A - 5.2) Seamy mc yoda 1,26,56,72 Age of empires 21,38 Margaritas 32 Bo smith 37,75 Iam mighty 82
GALACTIC STARS Yoda armstrong 29 Yoda larsson 61 Pitch: Good	2 : 0 STILE COMMON (H - 2.3) Att 31709 Wind: Light
FULL THROTTLE FC Att 41230* Pitch: Good	0 : 0 SITH HAPPENS FC (H - 0.9) Wind: Light
GOBAITH FC Hagen 33(p) Att 34960* Wind: Light	1 : 2 THE FORCE (A - 1.1) Athe 19 Skywalker 80 Pitch: Hard

DIVISION 2

MOSEISLEY JAWAS Sarlacc 19 Berry 38 Att 29739 Wind: Brisk Pitch: Good	2 : 4 BRUTUS AWAKENS (H - 0.1) Villeneuve 6 Delta 46 Darth moll 77 Lewandyodaski 81 bkd - Jabba sehr hut (69)
ANDRASSY AVENUE Austin friars 27 Spiegel 41 Encke 63 Goldspur 68 Kemari 70 Zed zakowski 72 Bagatino 83,88 bkd - Encke (17)/ Mawenzi (4) off - Mawenzi (83)	8 : 0 STARFIGHTER FC (H - 2.7) bkd - Gunstar (82)/ Lance guest (83) Att 31683 Wind: Light Pitch: Muddy *Derby Game*
HENLEY ROVERS Gunstar 4 Hart 10,12 Att 28342 Pitch: Wet	3 : 2 HILL VALLEY (H - 0.7) Delorean 24 Wallet guy 46 Wind: Light
GALERIE BLEU FC Gauguin 4 Att 32248 Pitch: Good	1 : 1 MEMORIAL PARK (H - 0.3) Nicholson 76(og) Wind: Light
DYSTOPIA IV	1 : 0 RPG ROVERS (A - 0.5)

Rotting corpse 1(p)
off - Stockholm (9)
Wind: Light
Derby Game

off - Wow (57)
Att 31436
Pitch: Hard

STAR COMMAND 0 : 0 **CHERNOBYL** (A - 0.3)
Att 32301
Pitch: Wet
Wind: Light

Week forty-one

THE HOPE CUP

Semi-finals

FULL THROTTLE FC bkd - Istanbul (86) off - John smith (33) Pitch: Wet	0 : 0 PFC LUBOCRANETS (H - 0.9) Att 41230 Wind: Light *Derby Game*
THE FORCE Rogue 15,84 Att 51194 Pitch: Good	2 : 0 SITH HAPPENS FC (H - 0.9) bkd - Remus (35) Wind: Brisk

Week forty-two

THE HOPE LEAGUE CUP

FINAL

ANDRASSY AVENUE Att 34343 Wind: Calm	0 : 1 THE FORCE (A - 0.7) Binks jensen 82 Pitch: Good
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HOPE FRIENDLIES

WYCOMBE(NL)	1 : 1 ANDRASSY AVENUE (A - 0.7)
HAN SHOT FIRST	0 : 0 STOWMARKET(NL) (H - 0.5)
COLWYN BAY(NL)	0 : 6 GALERIE BLEU FC (A - 1.5)
FULL THROTTLE FC	3 : 1 THURROCK(NL) (H - 1.5)
ETERNAL SPRINGS	1 : 1 AFC HAYES(NL) (H - 0.5)
DIDCOT TOWN(NL)	1 : 2 BRUTUS AWAKENS (A - 0.9)
HILL VALLEY	5 : 3 ALTRINCHAM(NL) (H - 2.3)
WROXHAM(NL)	7 : 1 JLR COMMANDOS (H - 2.7)
MANDALORE	2 : 1 DROYLSDEN(NL) (H - 1.5)
OXFORD CITY(NL)	1 : 0 MEMORIAL PARK (A - 0.3)
PFC LUBOCRANETS	0 : 1 STAFFORD(NL) (H - 0.3)
LEATHERHEAD(NL)	0 : 0 SITH HAPPENS FC (H - 0.1)
STARFIGHTER FC	2 : 0 LEEK TOWN(NL) (H - 0.5)
HERNE BAY(NL)	4 : 3 STILE COMMON (H - 0.7)
ILFORD(NL)	0 : 0 GOBAITH FC (H - 0.5)
TRURO CITY(NL)	0 : 0 MOSEISLEY JAWAS (A - 0.7)

WEATHER FORECAST

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

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	GENI	HAN SHOT FIRST	19
2	AHSOKA TANO	MANDALORE	17
3	TUSKEN	FULL THROTTLE FC	16
4	JONNY B GOODE	HAN SHOT FIRST	15
5	MUTATION	THE FORCE	14
6	DAHL	HAN SHOT FIRST	13
7	RICKFORD	SITH HAPPENS FC	13
8	ROGUE	THE FORCE	13

DIVISION 2

1	ROB LEWANDOWSKI	CHERNOBYL	14
2	HILL	HENLEY ROVERS	13
3	HART	HENLEY ROVERS	11
4	BEARADI	CHERNOBYL	11
5	MR SANDMAN	HILL VALLEY	11
6	FRANTZEN	HENLEY ROVERS	10
7	LEWANDYODASKI	BRUTUS AWAKENS	9
8	ROTTING CORPSE	DYSTOPIA IV	9

Since A Defeat

The Force	16 games
Han Shot First	8 games
Chernobyl	7 games
Andrassy Avenue	7 games
Dystopia Iv	5 games
Pfc Lubocranets	4 games
Brutus Awakens	4 games
Eternal Springs	3 games

Since A Win

Smithy Athletic	16 games
Memorial Park	8 games
Starfighter Fc	7 games
Stile Common	5 games
Star Command	5 games
Jlr Commandos	3 games
Full Throttle Fc	3 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- JOHN SMITH [1] (FULL THROTTLE FC) / JONNY B GOODE [3] (HAN SHOT FIRST) / MAWENZI [1] (ANDRASSY AVENUE) / WOW [1] (RPG ROVERS) / STOCKHOLM [4] (DYSTOPIA IV) /

MANAGERIAL RATINGS - CAPTAIN BONUS

TOP

SITH HAPPENS FC - 0

THE FORCE - 1

SMITHY ATHLETIC - 1

BOTTOM

STILE COMMON - 19

MANDALORE - 22

JLR COMMANDOS - 23

MANAGERIAL RATINGS

DIVISION 1

Chris Ballantyn - Han Shot First - 1

Craig Lawton - Full Throttle Fc - 2

Steve Thompson - Sith Happens Fc - 3

DIVISION 2

Gerard Molloy - Chernobyl - 4

Dave Hails - Henley Rovers - 5

Paul Butler - Galerie Bleu Fc - 10

Since A Draw

Jlr Commandos	16 games
Gobaith Fc	9 games
Smithy Athletic	8 games
Rpg Rovers	7 games
Dystopia Iv	7 games
Starfighter Fc	6 games
The Force	5 games

AUCTION PAGE

AUCTIONS

THERE ARE AUCTION LISTS ON the following sessions (ie the items will appear for bidding on) 0/ 2 / 4 / 6 / 8 / 10/12

The transfer deadline also comes into play on S13.

IE NOW

Please note that from now onwards it is illegal to sell any player and then buy him back in the next three session FOR ANY REASON WHATSOEVER. If you do that playing will be banned for life and you will lose him

AUCTION NOTES

From now onwards we would like you to always write, 'don't sell if he turns star in the messages to GM box, **EVEN IF HE IS ALREADY A LEVEL TWELVE STAR ALREADY,** as well as ticking the relevant DON'T SELL box in teampick **EVEN IF HE IS ALREADY A LEVEL TWELVE STAR ALREADY**.. NOTE THAT TICKING THE BOX IS THE MAIN DECISION-MAKER IN WHETHER A PLAYER IS SOLD OR NOT, the GM Message is just to help the GM if there is a problem!

NOTE
THIS
WELL

Also PLEASE DO NOT leave partially-completed transfers in your transfer section, i.e. leaving the team name or the player, etc., it is laziness on your part and might result in strange things happening to your team!!!

And you MUST spell the names of the players included in any deal correctly. If you don't then the program might refuse them and they don't go through, so be careful.

In future, you are allowed multiple conditional bids from which the program will attempt to purchase just one item. However, you are also allowed multiple Unconditional bids from which the program will attempt to purchase all. teampick users just have to use the relevant boxes in the program, those who don't use teampick must ensure they stick to these rules and make it clear on their turns just what they want to happen in their bidding process.

LSO, be careful when doing deals etc. The program works on team order, which can cause problems. Best idea is NOT to have 25 players in your squad at the start of a turn and do deals and sell to NL, cos if the manager you are doing a deal with has a lower team number than yours, the program will say you have no space in your squad, even though you are trying to sell players to the non-league. His orders will be processed before yours!!

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

KA MUSINGS & MEANDERINGS

Perhaps time to revisit the much under-used Sweeper position. It became apparent when the estimable BAK-DOR-ROB appeared in every international squad even though only a level seven. Obviously not enough people have sweepers. Ok they are expensive to train but don't forget they have a dual purpose at the back. Not only do they add their levels to defence in most circumstances but any shots given away are tested on them before they reach your keeper.

In some respects they cut down your defensive tactics and formations but this along with the fact that they are the only player who can help to nullify a FWT/WG-DFA combo, easing some of the burden that this combo puts on your defenders. Without a SW this combo can cause havoc.

So don't forget the sweeper he might win matches for you played in the right manner.

**The transfer deadline comes
into operation at the end of
Session thirteen ie NOW**

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 mediua sites. Links to our pages will soon appear on the web-site, but in the meantime we can be found on

FACEBOOK - kickabout online

and Twitter

Online Kickabout

and remember the KA web-site

www.Kickaboutonline.co.uk to see the goodies

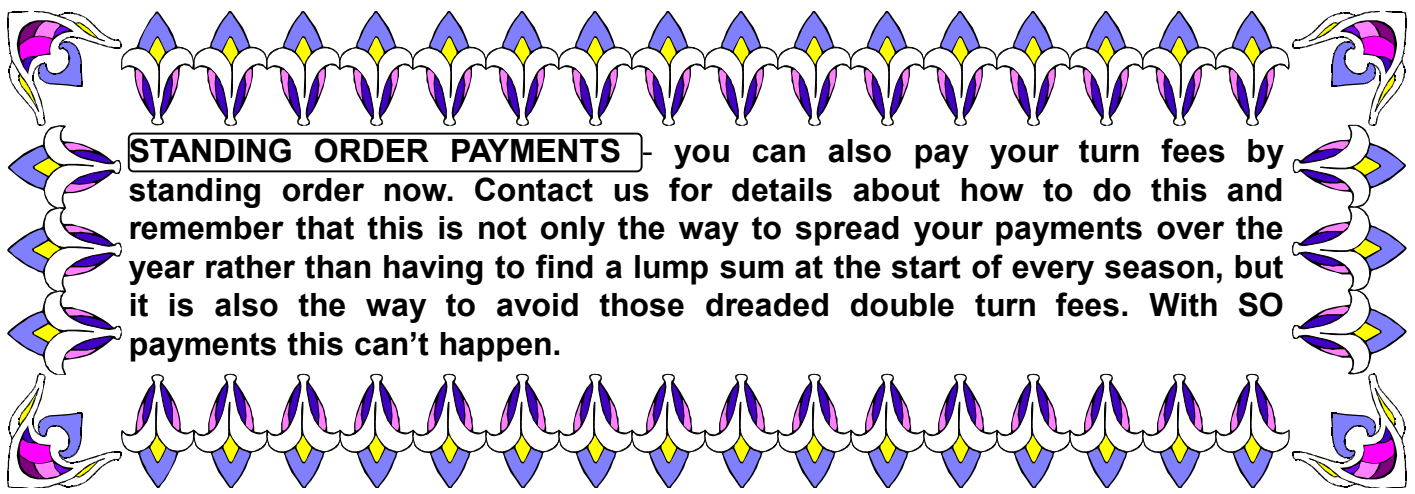
CREDIT CARD PAYMENTS

Can be made to us using the **PAYPAL** service. So if you want to pay anything by credit card then you could register with them and give it a try. Also note that if you send your payments as a gift ALL of the cash reaches us without any paypal fees being charged at our end and all is credited to your account.

You can pay by card/paypal through our new web-site

kickaboutonline.co.uk

Payments can now be made via paypal on our chris.spelbinder@btinternet.com address only.



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

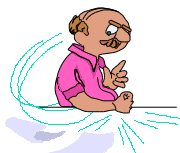
THE KICKABOUT COMMUNITY

EMAIL CHAT LIST - yes, you can subscribe to our email discussion group. There is a list for general Kickabout topics, a list for each individual league, one for the vulcano, one for teampick subscribers, even one for the weekend players. Learn more about the game, talk to other players and the Gm. To subscribe to the main list send a blank email to KA-kickabout+subscribe@groups.io. For others you do the same except put the league, name with Ka- in front of subscribe. However, some league lists have an ending in .co.uk instead of .com, so if one doesn't work then please try eeh other!!

One thing to note about subscribing to the list, we post a regular schedule of where every league is in the processing schedule, when it is sent out, when the latest return-by-date is. This is of great help and if you have email you should really be receiving this.

MARKING UPDATE

We have worked out a system to check on anybody who is using last season's marking numbers for the current season. Basically the program will save a list of all valid marking successes each session and if somebody cries foul, that he has been marked by somebody who hasn't scouted him, we can check and say yea or nay.



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

THE MUCH MALTREATED DF/A

After much discussion with the KA fraternity at large we have decided that from the end of this season DF/A's will qualify for getting the best defence bonus just like SW & DF do. So DF/A's are even more important a player.

NORWICH WEEKEND IN MAY 2022

Another KA weekend has been booked for **13th-15th may** next year in Norwich.

NOTE LATER DATE

SO why not put it in your diaries NOW, and make it a bumper weekend in a really good environment me hearties?

The Norwich Hotel is where the action takes place, book direct

Cost to us is a measly £40

Defo in are Steve Thompson, Nail Barrett, Chris Moore, Neil Humphries, Graeme Mille & Richard Pickup

Maybees are Andy Baker, Paul Butler, Dave Craven, & Seamus ,(ALL PAID from last cancelled weekend)

I emailed all of these maybees in the weke but these have not rplied will give you all a week to reply then delete you all

Jens the Jensen, Geraldo & Paul Sutton say they are coming along

AND MORE

Further weeknd are tentaivley planned
GLASGOW 2022

Craig lawton is the first take here

ODENSE MAY 2023

Geraldo, Jens Baby, Hopless Seam, Colly & Morten say they are coming to Glasgow

Dave Hargraves says he and his son are coming to Odense as are Geraldo, Jens & Seamus



HOPE SEASON THREE 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

No 1st round in the Hope

S4 2nd 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 six group winners will qualify, while the four runners-up with the best records will play off on a neutral ground for the final two places

S8 Quarter-finals

S12 Semi-finals

S14 Final

One game. If drawn there will be replays on the following sessions

THE TROPHY

This will consist of sixteen teams. All the two division along with the bottom four of the first division as at the end of S10

1st round is on S11 - no replays

2nd round is on S12 and so final is on S15 with no replay



MARKING INFO - Tim Dodge has put together a clever little program that allows s 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

New 2014 version now available at

<http://git.invisibles.org/cgi-bin/cgit.cgi/markinfo-vb6.git/plain/markinfo.exe>



MANAGERS NEEDED

We still have some teams that require a manager to pilot them towards glory.

So SPECIAL OFFER. name a league and we will send you a team. Once you have looked at it then tell us how much credit you think is needed to make it right. Then we will negotiate the actual amount.

Can't say better than that can we?

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

PLEASE NOTE

You will all notice a new stat on your turnsheets. In the space where BW/CR stats are listed there will be a X% number against all goalkeepers. This will rate your GK on his shot-saving ability and will be cumulative.

Two points to note. It does not include penalties and own goals, but does include friendlies. And before shouting that it is wrong, remember that all shots against you are tested against the sweeper for blocking them before the GK.

I have some ideas about how to use this stat in the future so watch this space
