

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	5	2	0	1	8	3	2	0	0	6	2	9	12
2 HENLEY ROVERS	5	1	0	1	3	3	3	0	0	6	0	6	12
3 HILL VALLEY	5	0	2	0	1	1	3	0	0	6	1	5	11
4 FULL THROTTLE FC	5	2	0	1	7	2	1	0	1	3	1	7	9
5 BRUTUS AWAKENS	5	2	0	1	9	6	0	1	1	2	3	2	7
6 KA ROYALTY	5	1	0	1	4	3	1	0	2	2	4	-1	6
7 ANDRASSY AVENUE	5	2	0	0	4	2	0	0	3	2	10	-6	6
8 SITH HAPPENS FC	5	1	1	1	1	2	0	1	1	0	2	-3	5
9 DYNAMO KASHYYYK	5	0	1	1	0	2	1	1	1	2	7	-7	5
10 CHERNOBYL	5	1	0	2	6	4	0	1	1	2	3	1	4
11 HAN SHOT FIRST	5	1	1	1	1	2	0	0	2	0	5	-6	4
12 THE FORCE	5	1	0	1	1	2	0	1	2	1	7	-7	4

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 MOSEISLEY JAWAS	5	2	0	0	3	0	1	1	1	4	5	2	10
2 JLR COMMANDOS	5	2	1	0	3	0	1	0	1	2	3	2	10
3 SMITHY ATHLETIC	5	2	0	0	6	1	1	0	2	4	5	4	9
4 PARK STREET	5	2	1	0	6	4	0	2	0	0	0	2	9
5 TON-EIGHTY FC	5	2	0	1	8	2	0	1	1	0	3	3	7
6 STARFIGHTER FC	5	1	2	0	1	0	0	2	0	2	2	1	7
7 MANDALORE	5	1	0	2	4	3	0	2	0	0	0	1	5
8 PFC LUBOCRANETS	5	0	2	0	0	0	0	3	0	0	0	0	5
9 WACKY RACERS FC	5	0	2	0	1	1	1	0	2	1	3	-2	5
10 STAR COMMAND	5	0	1	1	1	3	1	1	1	2	5	-5	5
11 GALACTIC STARS	5	0	3	0	1	1	0	1	1	0	2	-2	4
12 GOBAITH FC	5	0	1	1	0	1	0	0	3	1	6	-6	1

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 LEAMINGTON SPA	5	2	1	0	7	1	1	1	0	4	2	8	11
2 THE MIGS	5	2	1	0	9	3	1	0	1	11	4	13	10
3 BEVERAGE UTD	5	2	0	1	10	2	1	1	0	2	1	9	10
4 SEASIDE FC	5	1	2	0	5	2	1	1	0	3	2	4	9
5 MEMORIAL PARK	5	0	1	1	1	2	2	1	0	15	1	13	8
6 GALERIE BLEU FC	5	2	1	0	10	0	0	1	1	0	1	9	8
7 CORELLA PIRATES	5	1	1	0	5	0	1	1	1	1	1	5	8
8 DARKSIDE ARTS	5	0	0	2	2	5	2	1	0	3	0	0	7
9 RPG ROVERS	5	2	0	1	6	1	0	0	2	1	8	-2	6
10 MARSHFIELD ROV	5	1	1	0	2	0	0	1	2	2	4	0	5
11 STILE COMMON	5	0	0	2	0	7	0	0	3	0	15	-22	0
12 TUSKEN RAIDERS	5	0	0	2	0	19	0	0	3	0	18	-37	0



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Hope League - Session Four

Season 8



ROUND UP TIME

Another change at the top as champs **Hill Valley** go to the throttle and snatch a victory. Allows **Dystopia & Henley** to move to the top with Suttoners ahead on goal difference . Who'd put their money on this title race?

Another good session for the bottomers. The bottom trio all won, **Brutus & Chernobyl**; both hitting six goals to shake up the bottom of the table. Three points now covers the bottom eight teams!

First win in the second for the Wacky Cranners boys to lift them out of the bottom three. Little change at the top with all to play for to be honest. Your guess is as good as mine

Leamington lead the way still in division three but moving up to challenge are **The Migs** who had a great session in both league and cup. Eight goal **Beverage** move up as well, the assistant is doing good for Hudders in his sick bed. Still no pints at the bottom for the cannon-fodders duo of **Stile Common & Tusken Raiders**, but we all know what Mr Condon is up to do we not?



THROTTLED DOWN

RESULTS ROUND-UP

TEMPERATURE: Warm

Week ten

DIVISION 1

- 6 : 1 THE FORCE (H - 1.1)**
Golan 39
Inj - Simmons (5)
Att 36000*
Wind: Gale
Pitch: Muddy
- 1 : 2 HILL VALLEY (H - 1.3)**
Yarmy 26(p)
Doc 53
Pitch: Wet
- 6 : 1 ANDRASSY AVENUE (H - 1.3)**
Coroebus 20
Att 45080
Wind: Brisk
- 0 : 2 HENLEY ROVERS (A - 2.3)**
Olsson 8
Dobromyslova 41
Pitch: Wet
- 7 : 1 DYNAMO KASHYYYK (H - 1.7)**
Trank 62
bkd - Frazdaag (65)/
Cyrmmzz (51)
Inj - Frangid (1)
Pitch: Good
- 1 : 0 KA ROYALTY (A - 0.7)**
Att 41034
Wind: Light

DIVISION 2

- 0 : 1 SMITHY ATHLETIC (A - 0.7)**
Sykes smith 56
bkd - Gareth smith (40)
Pitch: Wet
- 0 : 0 PFC LUBOCRANETS (A - 1.1)**
Wind: Brisk
- 0 : 1 WACKY RACERS FC (H - 0.9)**
Mean 18
Pitch: Hard
- 1 : 1 STAR COMMAND (A - 0.5)**
Emperor dempsey 90
Wind: Brisk
- 1 : 0 GOBAITH FC (H - 1.1)**
Att 39430
Pitch: Good
- 0 : 0 MOSEISLEY JAWAS (A - 1.1)**
Wind: Brisk

DIVISION 3

- 8 : 0 STILE COMMON (H - 3.5)**
Att 27601
Wind: Brisk
Pitch: Hard
- 2 : 1 MARSHFIELD ROV (H - 0.3)**
Newson 36
Att 26775
Pitch: Good
- 0 : 0 DARKSIDE ARTS (A - 0.3)**
Wind: Brisk

BRUTUS AWAKENS

Bo bad big 9
Ash the hut 15
Jens ze yoda 32
Bobadag 35
Ewok seamy 39(p),43

FULL THROTTLE FC

Exar kun 4
Att 30703
Wind: Brisk

CHERNOBYL

Organa 13
Levytsky 46,48,69
Stjerne 58,73
Pitch: Wet

SITH HAPPENS FC

bkd - Bad luke (65)
Att 35573
Wind: Brisk

DYSTOPIA IV

Kviv 13,76
Bao dur 14,16,79,88
Elijah 63
Att 31457
Wind: Brisk

HAN SHOT FIRST

Chewie 80
bkd - Saul karath (8)
Pitch: Hard

MANDALORE

bkd - Teddi vader (77)
Att 41598
Wind: Brisk
Derby Game

GALACTIC STARS

Att 30437
Pitch: Good

TON-EIGHTY FC

Att 29052
Wind: Brisk

PARK STREET

Zagato 33
Att 31238
Pitch: Wet

JLR COMMANDOS

Albert anstey 49
Wind: Brisk

STARFIGHTER FC

Att 24787
Pitch: Good

BEVERAGE UTD

Water 1,29
Binks jensen 4,78
Tea 23,35,49
Meriopul 31

THE MIGS

Hans cranfield 17
Duncan 90
Wind: Brisk

GALERIE BLEU FC

Att 28698
Pitch: Good

RPG ROVERS Nembai 1 Xcom apocolypse 37 Luiv 89 Bards tale 89	4 : 0 TUSKEN RAIDERS (H - 4.5) Att 21453 Wind: Brisk Pitch: Muddy
SEASIDE FC Att 33014 Wind: Brisk *Derby Game*	0 : 0 CORELLA PIRATES (H - 0.9) bkd - Eady (46) Pitch: Good
LEAMINGTON SPA Tyktyiuk 35 off - Insua (64) Att 33056 Wind: Brisk Pitch: Good	1 : 1 MEMORIAL PARK (H - 0.9) Willow 56 bkd - Kyriev (62)/ Horatio (40) Inj - Ratt (1) *Derby Game*

Week eleven

THE HOPE CUP

2nd round

PARK STREET Pekanski 63 Casey jones 64 Wind: Light	2 : 1 GALACTIC STARS (H - 0.1) Jedi butler 22 Att 29854 Pitch: Hard
WACKY RACERS FC Att 30262 Wind: Brisk	0 : 0 THE FORCE (A - 0.5) bkd - Brutus fett (13) Pitch: Hard
DYNAMO KASHYYYYK Kersey brown 23 Att 29684 Pitch: Good	1 : 0 GALERIE BLEU FC (H - 0.7) Inj - Cobalt (1) Wind: Brisk
MANDALORE Att 34355 Pitch: Good	0 : 0 DARKSIDE ARTS (A - 0.1) Wind: Light
KA ROYALTY Att 33250 Wind: Brisk Pitch: Hard	0 : 2 ANDRASSY AVENUE (H - 1.1) Ottoman-fleet 9 Kemari 87 *Derby Game*
SEASIDE FC Sennen 18 Wind: Light	1 : 0 RPG ROVERS (H - 1.3) Att 26208 Pitch: Good
JLR COMMANDOS Texasova 38(og) Albert anstey 83 Wind: Brisk	2 : 1 PFC LUBOCRANETS (H - 0.5) Texasova 36 Att 44586 Pitch: Good
LEAMINGTON SPA Seamy mcynoda 4 Tataru 45 Wind: Brisk	2 : 1 SMITHY ATHLETIC (A - 0.1) Lauren smith 36 Att 27910 Pitch: Good
THE MIGS Mac the knife 65 Wind: Brisk	1 : 0 FULL THROTTLE FC (A - 2.3) Att 29703 Pitch: Good
STARFIGHTER FC Att 25955 Wind: Brisk Pitch: Muddy	0 : 5 HILL VALLEY (A - 1.3) Zygmund 24,40,42 Colonel h 38 Yarmy 39
HENLEY ROVERS Hobbs 90 Att 33698 Pitch: Good	1 : 0 HAN SHOT FIRST (H - 1.5) bkd - Chewie (58) Wind: Brisk
BRUTUS AWAKENS Att 36000* Wind: Light	0 : 0 STAR COMMAND (H - 0.7) bkd - Fred smith (49) Pitch: Good
CORELLA PIRATES Att 26428 Wind: Brisk Pitch: Hard	0 : 2 MOSEISLEY JAWAS (A - 1.3) Dagobah 26 Berry 29
CHERNOBYL Att 46684 Pitch: Wet	0 : 0 TON-EIGHTY FC (H - 0.5) Wind: Brisk
GOBAITH FC Gwynt 2 Att 26162 Pitch: Good	1 : 1 MEMORIAL PARK (H - 0.9) Copse 26 Wind: Brisk
DYSTOPIA IV Hazmat-suit 60 Att 34945 Pitch: Hard	1 : 1 SITH HAPPENS FC (H - 1.9) Bak door robbie 55(p) Wind: Brisk

Week twelve

HOPE FRIENDLIES

RUNCORN(NL)	5 : 0 GALERIE BLEU FC	(H - 2.9)
ANDRASSY AVENUE	0 : 1 HASTINGS UTD(NL)	(A - 2.9)
NORTHWICH(NL)	1 : 0 CORELLA PIRATES	(H - 0.1)
BRUTUS AWAKENS	0 : 2 WELLING(NL)	(A - 5.3)
KETTERING(NL)	6 : 0 HAN SHOT FIRST	(H - 4.7)
DYNAMO KASHYYYYK	1 : 1 STAFFORD(NL)	(A - 2.3)
SLOUGH(NL)	2 : 0 FULL THROTTLE FC	(H - 0.9)
CHERNOBYL	0 : 2 BATH(NL)	(A - 3.5)
WYCOMBE(NL)	2 : 0 HENLEY ROVERS	(H - 1.5)
DYSTOPIA IV	0 : 0 STOWMARKET(NL)	(A - 0.3)
COLWYN BAY(NL)	3 : 0 GALACTIC STARS	(H - 2.1)
THURROCK(NL)	2 : 0 DARKSIDE ARTS	(H - 2.9)
HILL VALLEY	0 : 0 AFC HAYES(NL)	(A - 3.3)
DIDCOT TOWN(NL)	5 : 0 KA ROYALTY	(H - 3.7)
ALTRINCHAM(NL)	2 : 0 JLR COMMANDOS	(H - 2.5)
WROXHAM(NL)	5 : 0 MANDALORE	(H - 2.7)
DROYLSDEN(NL)	1 : 0 MARSHFIELD ROV	(H - 0.7)
LEAMINGTON SPA	0 : 4 OXFORD CITY(NL)	(A - 8.5)
STAFFORD(NL)	2 : 0 SEASIDE FC	(H - 3.3)
LEATHERHEAD(NL)	3 : 0 PFC LUBOCRANETS	(H - 1.3)
PARK STREET	1 : 0 LEEK TOWN(NL)	(A - 0.5)
MOSEISLEY JAWAS	0 : 0 HERNE BAY(NL)	(A - 3.9)
TON-EIGHTY FC	0 : 0 ILFORD(NL)	(A - 2.9)
TRURO CITY(NL)	6 : 0 SITH HAPPENS FC	(H - 4.7)
SMITHY ATHLETIC	0 : 2 TAMWORTH(NL)	(A - 2.5)
THE FORCE	0 : 2 WHITBY TOWN(NL)	(A - 4.7)
TUSKEN RAIDERS	0 : 1 ROMULUS(NL)	(A - 3.9)
MET POLICE(NL)	1 : 0 STAR COMMAND	(H - 0.7)
UXBRIDGE(NL)	4 : 0 WACKY RACERS FC	(H - 3.9)
STILE COMMON	0 : 0 TELFORD UTD(NL)	(A - 3.1)
ENFIELD(NL)	2 : 0 THE MIGS	(H - 2.1)
WOKING(NL)	3 : 0 STARFIGHTER FC	(H - 4.3)

WEATHER FORECAST

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



THE HOPE CUP

3rd round

Henley Rovers v Dynamo
Kashyyyk

Star Command or Brutus
Awakens v Park Street

Memorial Park or Gobaith FC v
Moseisley Jawas

JLR Commandoesv The Migs

The Force or Wacky Racers v
Ton-Eighty Fc or Chernobyl

Darkside Arts or Mandalore v
Seaside FC

Andrassy Avenue v Hill Valley

Sith Happens Fc or Dystopia IV
vLeamington Spa

(To be played on session seven)

READY FOR THE MOAN LADS?



STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	EWOK SEAMY	BRUTUS AWAKENS	7
2	NIAGARA	HENLEY ROVERS	6
3	BAO DUR	DYSTOPIA IV	6
4	KVIV	DYSTOPIA IV	5
5	STJERNE	CHERNOBYL	5
6	CAD BALLANTYNE	BRUTUS AWAKENS	5
7	LEVYTSKY	CHERNOBYL	4
8	TUSHKANOVA	FULL THROTTLE FC	4

DIVISION 2

1	ALBERT ANSTEY	JLR COMMANDOS	6
2	TURBO SMITH	SMITHY ATHLETIC	6
3	KATSU	TON-EIGHTY FC	5
4	WESTERMAN	TON-EIGHTY FC	5
5	BERRY	MOSEISLEY JAWAS	4
6	BETA	STARFIGHTER FC	3
7	KUTER	JLR COMMANDOS	3
8	CASEY JONES	PARK STREET	3

DIVISION 3

1	LINESMAN	LEAMINGTON SPA	7
2	COPSE	MEMORIAL PARK	6
3	DUNCAN	THE MIGS	6
4	SALACIOUS CRUMB	SEASIDE FC	5
5	HART	CORELLA PIRATES	5
6	CORASA	MEMORIAL PARK	4
7	RATT	MEMORIAL PARK	4
8	GASARAVOV	MEMORIAL PARK	4

MANAGERIAL RATINGS - DPS

TOP

CHERNOBYL - 0

GOBAITH FC - 0

GALACTIC STARS - 0

BOTTOM

KA ROYALTY - 96

MANDALORE - 102

HAN SHOT FIRST - 102

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

DYSTOPIA IV - 0

FULL THROTTLE FC - 3

HENLEY ROVERS - 6

BOTTOM

MEMORIAL PARK - 99

STILE COMMON - 102

TUSKEN RAIDERS - 105

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- INSUA [1] (LEAMINGTON SPA) /

PRIVATE DEALS

DARKSIDE ARTS sold ORSON KRENNIC (18-2 GK) {SBY} to THE FORCE for 500K

CORELLA PIRATES sold FOUNTAIN (21-8 MF) to STILE COMMON for 0K

STILE COMMON sold YADDLE (21-8 MF) to CORELLA PIRATES for 0K

LEAMINGTON SPA sold EDWARDS (18-2 MF) {FUT} to GALERIE BLEU FC for 600K

LEAMINGTON SPA sold GITTINGS (18-2 MF) {APP} to SEASIDE FC for 130K

BRUTUS AWAKENS sold BOBA VAN DIJK (29-13 SW[f]) {STAR} to THE FORCE for 200K

TUSKEN RAIDERS sold DIEU LAN (18-2 DF) {APP} to MOSEISLEY JAWAS for 175K

All deals completed successfully!

Since A Home Win

Stile Common	12 games
Tusken Raiders	12 games
Memorial Park	6 games
Galactic Stars	3 games
Wacky Racers Fc	3 games
Dynamo Kashyyyk	2 games
Hill Valley	2 games
Gobaith Fc	2 games

Consec. Away Wins

Henley Rovers	4 games
Hill Valley	3 games
Dystopia Iv	2 games

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEENO	NHIGH
1)	DF27-9	CARTH ONASI	(HAN SHOT FIRST)	582K 7	347K
3)	DF20-9	ARGLWYDD	(STILE COMMON)	386K 1	359K

All players not shown were unsold.

AUCTION FOR SESSION FIVE

NO	POS	AGE/SK	CAT	TYPE	COMMENTS
1)	SW	18-2	P	APP	VERY FAST RISER
2)	DF/A	19-10	S	-	EXCEPT MARKER
3)	DF	17-2	PS	SBY	-
4)	MF	18-2	P	FUT	RISER
5)	MF	19-10	PS	-	RISER
6)	FW	17-2	PS	SBY	-
7)	UT	18-2	S	APP	FAST RISER
8)	PP:2				
9)	MP:7				

(All players are of **SWE**dish origin and mst be named accordingly)

OUT-OF-CONTRACT PLAYERS

10)	DF	22-6	S	-	Charlie Smith of Smithy Athletic {RES 180k - 62% BW/ 44% CR}
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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

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.

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

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

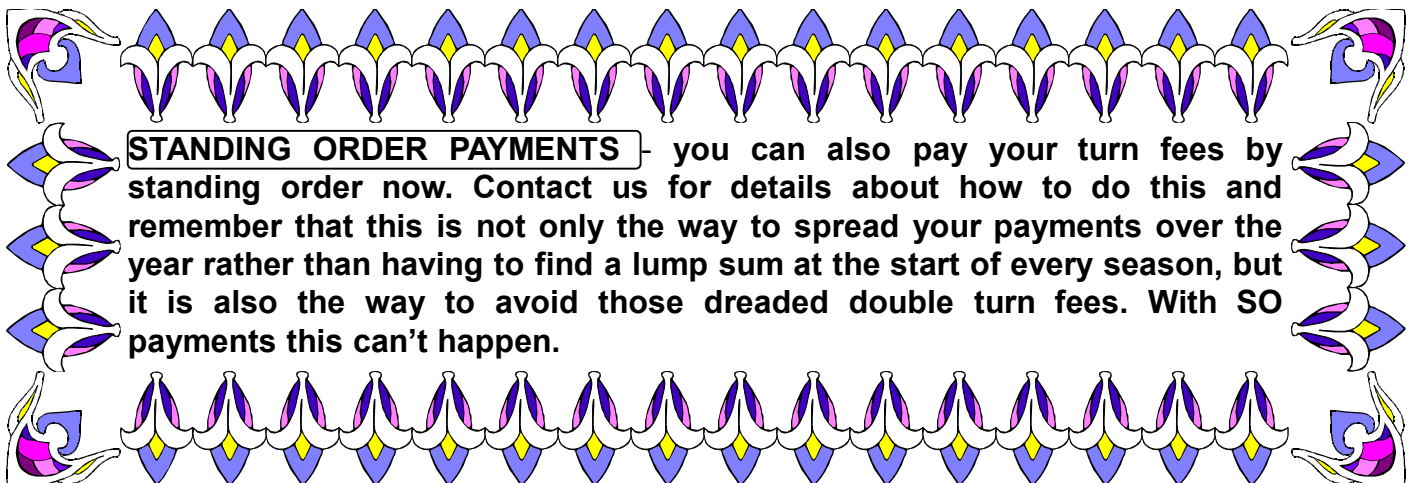
CREDIT CARD PAYMENTS

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 either email address .



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.

HOPE SEASON FIVE 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 the 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.

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

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.



FORTHCOMING KA WEEKENDS

ODENSE MAY 2023

now set for 11th to 14th of May 2023

This will be held in the lovely Danish city of Odense at Martin Meienburg's house. Those who came last time will remember what a great location this is and what a good time we all had.

The hotel we booked in at is called THE CABIN, which was perfectly acceptable though Martin tells me that there is a better class, though more expensive one called the Odeon now. But I will use the cabin, no problem

**Martin, Neil Humphries, Gerard, Jens, Gareth, Cranners,
Rob lewis, Seamus, Craig, Dennis, Peter Jorgie &
Morten are the first takers**

Dave Hargraves says he and his son are coming to Odense next May as are ,
Graeme, Danny, ,, Bo the bike, so get your names down and let's show make this
a really god un

looks like norwich again in october 2023



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 match 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

MANAGERS NEEDED

SPECIAL OFFER

Fancy a different challenge, then what about the Veterans league. Fast action, tight on cash and some rules that differ to the normal leagues, the Veterans poses a quite different challenge to the other leagues. Looking for a new manager at present are **FC Westeros**. twice they have finished third in the top flight, and have also lifted the cup once. Alas their former manager lost interest and has left them to flounder in the second division. Yes they are a challenge now, but a different one for sure. Would dearly love to see them managed again so will give the lucky man who raises his hands to takeover, TWO free seasons to resurrect them, plus your next payment of real money to one of your teams or two, will get a 50% bonus added to the credits. Can we say better than that. NEVER!!

By the way the veterans league only has twelve sessions per season?

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

MUTTERINGS AND MEANDERINGS OF THE KA MIND

Just a reminder this time. As you all know you can only have five players in any of the three main outfield areas. This has an effect on any specialist players that you might have who normally add their levels to another outfield area. So if you have five players then the amount that your specialist adds to that area is always halved. This is often forgotten by managers expecting more form their MF specialists in important areas.



CREATIVE/ BALL-WINNER

HOW DOES IT WORK?

SO WHAT DO THE NUMBERS MEAN?

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 effects 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 apparent 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 whereas 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