

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 JLR COMMANDOS	4	2	0	0	5	1	2	0	0	5	3	6	12
2 BRUTUS AWAKENS	4	1	0	1	6	4	2	0	0	4	1	5	9
3 HILL VALLEY	4	2	0	0	5	0	1	0	1	3	5	3	9
4 MEMORIAL PARK	4	0	2	0	1	1	2	0	0	5	2	3	8
5 LEAMINGTON SPA	4	1	1	0	1	0	1	0	1	4	4	1	7
6 FULL THROTTLE FC	4	2	0	0	3	1	0	1	1	1	5	-2	7
7 THE MIGS	4	1	0	1	2	2	0	1	1	0	1	-1	4
8 SITH HAPPENS FC	4	0	0	2	2	7	1	1	0	1	0	-4	4
9 HENLEY ROVERS	4	1	0	1	7	4	0	0	2	1	3	1	3
10 MOSEISLEY JAWAS	4	0	0	2	1	3	1	0	1	4	2	0	3
11 CHERNOBYL	4	0	0	2	1	5	0	1	1	2	3	-5	1
12 KA ROYALTY	4	0	1	1	2	3	0	0	2	1	7	-7	1

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 GALERIE BLEU FC	4	2	0	0	8	0	2	0	0	2	0	10	12
2 TON-EIGHTY FC	4	2	0	0	4	0	1	1	0	7	1	10	10
3 STAR COMMAND	4	2	0	0	12	1	1	0	1	4	4	11	9
4 DYSTOPIA IV	4	2	0	0	6	0	1	0	1	2	2	6	9
5 R.Y.L WOOLWICH	4	2	0	0	2	0	0	0	2	0	5	-3	6
6 KESSEL RUNNERS	4	0	1	1	3	5	1	1	0	2	1	-1	5
7 CORELLA PIRATES	4	1	1	0	3	1	0	1	1	1	7	-4	5
8 ATHLETICO SMITH	4	1	0	1	5	1	0	1	1	1	3	2	4
9 GALACTIC STARS	4	0	0	2	0	3	1	1	0	4	0	1	4
10 BEVERAGE UTD	4	0	2	0	2	2	0	0	2	0	4	-4	2
11 HAN SHOT FIRST	4	0	1	1	0	1	0	0	2	0	3	-4	1
12 SEASIDE FC	4	0	0	2	0	10	0	0	2	1	15	-24	0

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 DARKSIDE ARTS	4	1	1	0	4	1	2	0	0	4	1	6	10
2 ANDRASSY AVENUE	4	1	0	1	8	3	2	0	0	5	2	8	9
3 DYNAMO KASHYYYK	4	0	2	0	0	0	2	0	0	6	2	4	8
4 GOBAITH FC	4	1	0	1	8	1	1	1	0	2	1	8	7
5 TUSKEN RAIDERS	4	1	0	1	7	4	1	1	0	1	0	4	7
6 MANDALORE	4	0	0	2	1	5	2	0	0	12	1	7	6
7 PARK STREET	4	0	1	1	0	1	1	1	0	6	0	5	5
8 THE FORCE	4	0	1	1	1	2	1	1	0	4	0	3	5
9 MARSHFIELD ROV	4	0	1	1	2	3	1	1	0	2	0	1	5
10 RPG ROVERS	4	0	0	2	0	5	1	0	1	2	4	-7	3
11 PFC LUBOCRANETS	4	0	0	2	0	7	0	1	1	0	6	-13	1
12 STILE COMMON	4	0	0	2	0	12	0	0	2	0	14	-26	0



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Hope League - Session Three

Season 11

ROUND-UP

Wow I bet the guys in the office at both **Tusken & Full Throttle** are being kept busy issuing parking permits and getting new bank account details as both clubs seem to be revamping their playing squad. Will this help Throttle, who knows but you have to think Tusken might now be a third division force as the season unfolds.

division One sees surprise package Mr Cranfield still 100% and forging ahead. Can he keep it up is a question oft asked at KA Weekends. We shall see. What is looking apparent is reigning champs **Leamington** Are looking way off the pace already as they drop more points with a draw against **the Migs**. Glory days gone?

In the second the top four all win and look likely to leave the rest behind unless they hit a winning vein of form.

AT the bottom first win for **Aletico** , first point for **Han Shot** to raise some hopes amongst the fans.

Shocking the third as hundredpercenters **Andrassy** are downed at home by **Dynamo**. Bit of a shock that . Meanwhile **Darkside Arts** forge to the top, ratified heights for Mr Pickup after last few seasons.

THE WORMS ARE NO DOUBT ON THE TURN IN THE THIRD

RESULTS ROUND-UP

TEMPERATURE: Cool

Week Seven

DIVISION 1

LEAMINGTON SPA Att 32417 Pitch: Good	0 : 0 THE MIGS Wind: Calm	(A - 0.1)
JLR COMMANDOS Trooper 20 Brabham 27 Pitch: Muddy	2 : 0 KA ROYALTY Att 44167 Wind: Calm	(H - 0.9)
FULL THROTTLE FC Jenson button 85 Kong 87 Att 32118 Pitch: Wet	2 : 1 HENLEY ROVERS Mcdonald 38 bkd - Hart (37) Wind: Calm *Derby Game*	(H - 0.5)
CHERNOBYL Att 52418 Wind: Calm Pitch: Good	0 : 2 BRUTUS AWAKENS Jabba brutus 58 Wookie pickup 81 Inj - Ruski kiler (6)	(A - 0.5)
MOSEISLEY JAWAS Att 35490* Wind: Calm	0 : 1 HILL VALLEY Sergei 53 Pitch: Wet	(A - 0.3)
MEMORIAL PARK Inj - Strain (9) Wind: Calm	0 : 0 SITH HAPPENS FC Att 31000* Pitch: Hard	(A - 0.7)

DIVISION 2

GALERIE BLEU FC Van blasten 16,33 Noergaard 68 Putino 69 Sweverege 80 Saratov 86	6 : 0 CORELLA PIRATES Att 33559 Wind: Calm Pitch: Muddy	(H - 1.3)
ATHLETICO SMITH Paddy smith 8,25 Pandolorian 9 Salamanca 63 Sykes smith 71	5 : 0 SEASIDE FC Att 27590 Wind: Calm Pitch: Good	(H - 5.9)
KESSEL RUNNERS Ola 41 Mean 49 Att 28377 Wind: Calm Pitch: Wet	2 : 4 STAR COMMAND Princess brillo 1 Cushing 19 Monza 22 Han solo 71	(A - 1.1)
TON-EIGHTY FC Ascari 1 Tytus kanik 70(p) bkd - Bullseye (63)/ Ihasz (73) *Derby Game*	2 : 0 R.Y.L WOOLWICH bkd - Tushkanova (51) Att 30154 Wind: Calm Pitch: Good	(H - 1.1)
DYSTOPIA IV Tsunami 61 Acidrain 66 Porthcawl 87	3 : 0 BEVERAGE UTD Att 26730 Wind: Calm Pitch: Muddy	(H - 1.5)
HAN SHOT FIRST Att 28291 Pitch: Wet	0 : 0 GALACTIC STARS Wind: Calm	(H - 0.1)

DIVISION 3

THE FORCE Scattergood 65 Att 32152 Wind: Calm	1 : 2 GOBAITH FC Cariad 23 Port-isaac 81 bkd - Bella (37)/	(H - 0.3)
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Pitch: Wet
Derby Game

Gerhart (49)/
Poznan (26)/
Cariad (32)

NOWAKY SAVES PENALTY FOR GOBAITH FC AFTER 10 MINS

STILE COMMON Att 22068 Wind: Calm Pitch: Muddy	0 : 8	MANDALORE Jawa 7,23,50,50 Chew teddi 38 Viserati 76 Plagueis 88 Jedi jensy 90	(A - 3.1)
PARK STREET Att 24402 Wind: Calm	0 : 1	TUSKEN RAIDERS Bad bad boy 38 Pitch: Good	(A - 0.5)
ANDRASSY AVENUE Tagabawa 6 Sarangani 64 Att 29157 Wind: Calm Pitch: Good	2 : 3	DYNAMO KASHYYYK Legnica 17 Lozza 39 Sleepzbevov 73 bkd - Jarshag (83) *Derby Game*	(A - 0.3)
RPG ROVERS bkd - Mitroichys (43)/ Bale (11)/ Bartosz (4) Inj - Smerecky (7) Att 23984 Wind: Calm *Derby Game*	0 : 2	MARSHFIELD ROV Erikson 10 Erling 68 bkd - Dresler (50)/ Erikson (7)/ Fury (11) Pitch: Wet	(A - 1.3)
PFC LUBOCRANETS Att 27885 Wind: Calm Pitch: Hard	0 : 1	DARKSIDE ARTS Unkar plutt 81 bkd - McGraw (81)	(A - 0.5)

Week Eight

THE HOPE LEAGUE CUP

1st round Series Two

GOBAITH FC Port-isaac 3 Cariad 5,75,79 Mc ashfordski 10 Rotherfield 17 Gwynt 24 Poznan 68 Pat cash 76	9 : 4	TUSKEN RAIDERS Knutsen 51 Bad bad boy 58 Kalkan 66 Uygunsozlu 85 Att 23980 Wind: Calm Pitch: Good	(H - 0.1)
KA ROYALTY Tsar dempsey 81 Att 26972 Wind: Calm	1 : 2	SITH HAPPENS FC Uranium 6 Bad luke 17(p) Pitch: Good	(A - 0.1)
Sith Happens		7	
KA Royalty		4	
Gobaith FC		3	
Tusken Raiders		0	
MANDALORE Viserati 65 Plagueis 72 Wind: Calm	2 : 1	MOSEISLEY JAWAS Jensen 51 Att 29660 Pitch: Good	(A - 0.5)
THE MIGS Att 24826 Pitch: Muddy	0 : 0	ANDRASSY AVENUE Wind: Calm	(H - 0.9)
Mandalore		5	
Andrassy Ave		3	
The Migs		3	
Moseiseley Jawas		1	
KESSEL RUNNERS Mean 10 Wind: Light	1 : 0	PFC LUBOCRANETS Att 28176 Pitch: Good	(H - 0.7)
HENLEY ROVERS Att 27567 Pitch: Wet	0 : 0	BEVERAGE UTD Wind: Calm	(H - 1.3)
Kessel Runners		5	
Beverage Utd		3	
Heneley Rovers		3	
PFC Lubs		1	

DYSTOPIA IV Elijah 64 bkd - Dead fish (7) Pitch: Wet	1 : 0	JLR COMMANDOS Att 29224* Wind: Calm	(A - 1.5)
CORELLA PIRATES Att 31357 Wind: Calm Pitch: Muddy	0 : 3	LEAMINGTON SPA Tataru 19 Charlottesville 42,43	(A - 0.5)
Leamington Spa		7	
JLR		3	
Dystopia IV		3	
Corella Pirtas		0	
SEASIDE FC Att 25972 Wind: Calm Pitch: Good	0 : 9	STAR COMMAND Beta blocker 5,46 Ewok steadman 17,36,87 Cushing 29 Hamill 72 Byw 82 Princess brillo 90	(A - 6.7)
FULL THROTTLE FC Att 34748 Pitch: Good	0 : 0	CHERNOBYL Wind: Light	(A - 0.7)
Star Command		7	
Chernobyl		5	
Full Throttle		1	
Seasddie Fc		0	
R.Y.L WOOLWICH Att 28767 Pitch: Good	0 : 0	GALACTIC STARS Wind: Calm	(A - 1.1)
THE FORCE Mrak 25 Golan 38 Bergen 43 Lucas 61	4 : 1	MARSHFIELD ROV Dokin 66 Att 24491 Wind: Calm Pitch: Hard	(H - 0.9)
The Force		7	
Marshfield Rov		3	
Galactic Stars		2	
RYL Woollich		1	
GALERIE BLEU FC Traya 3,36 Darwin 23 Putino 35,43	5 : 0	DYNAMO KASHYYYK Att 33347 Wind: Calm Pitch: Good	(H - 0.9)
HILL VALLEY Att 47076 Pitch: Good	0 : 0	MEMORIAL PARK Wind: Calm	(H - 0.5)
Galerie Blue		7	
Hill Valley		5	
Memorial Park		2	
Dynak Kash		0	
TON-EIGHTY FC Lotti 22 Mon mothma 54 Brora 59 Pitch: Hard	3 : 1	RPG ROVERS Bale 86 Att 26766 Wind: Calm	(H - 2.1)
ATHLETICO SMITH Att 29392 Wind: Calm Pitch: Good	0 : 3	DARKSIDE ARTS Mcgraw 7 Tatooine 59 Dice ibegon 89	(A - 0.7)
Darkside Arts		7	
Ton-Eighty		3	
RPG		3	
Aletico		0	
STILE COMMON Att 21246 Pitch: Hard	0 : 0	PARK STREET Wind: Calm	(A - 2.1)
HAN SHOT FIRST Att 36939 Wind: Calm Pitch: Good	0 : 3	BRUTUS AWAKENS Ewok ash 1 Jabba brutus 7 Wookiee pickup 90	(A - 1.9)

Bruts Awakens	7	HAN SHOT FIRST	0 : 1	WHITBY TOWN(NL)	(A - 0.9)		
Park Street	3	ROMULUS(NL)	1 : 1	KA ROYALTY	(H - 2.5)		
Han Shot F	2	MARSHFIELD ROV	2 : 1	MET POLICE(NL)	(H - 0.1)		
Stile Common	1	UXBRIDGE(NL)	2 : 0	MANDALORE	(H - 2.7)		
Week Nine							
<u>HOPE FRIENDLIES</u>							
THURROCK(NL)	2 : 0	GALACTIC STARS	(H - 4.1)	ENFIELD(NL)	6 : 0	JLR COMMANDOS	(H - 2.9)
GALERIE BLEU FC	0 : 1	AFC HAYES(NL)	(A - 1.3)	LEAMINGTON SPA	0 : 2	WOKING(NL)	(A - 7.1)
ATHLETICO SMITH	1 : 1	DIDCOT TOWN(NL)	(A - 1.3)	CARSHALTON(NL)	2 : 1	HENLEY ROVERS	(H - 2.7)
ALTRINCHAM(NL)	1 : 0	ANDRASSY AVENUE	(H - 1.9)	TON-EIGHTY FC	1 : 2	SOUTHPORT(NL)	(A - 2.1)
DYNAMO KASHYYK	0 : 2	WROXHAM(NL)	(A - 2.5)	ALFRETON TOWN(NL)	5 : 1	THE FORCE	(H - 2.9)
DROYLSDEN(NL)	0 : 0	CHERNOBYL	(H - 1.9)	THE MIGS	0 : 2	HEDNESFORD (NL)	(A - 2.5)
CORELLA PIRATES	1 : 1	OXFORD CITY(NL)	(A - 0.7)	SUTTON UTD(NL)	5 : 0	PFC LUBOCRANETS	(H - 3.1)
STAFFORD(NL)	1 : 1	FULL THROTTLE FC	(H - 1.3)	SEASIDE FC	0 : 5	WEYMOUTH(NL)	(A - 4.9)
DYSTOPIA IV	0 : 4	LEATHERHEAD(NL)	(A - 2.3)	MARGATE(NL)	1 : 0	STAR COMMAND	(H - 0.5)
LEEK TOWN(NL)	0 : 2	DARKSIDE ARTS	(H - 0.5)	SITH HAPPENS FC	0 : 2	STEVENAGE(NL)	(A - 3.3)
BRUTUS AWAKENS	1 : 3	HERNE BAY(NL)	(A - 3.3)	RUNCORN(NL)	3 : 1	R.Y.L WOOLWICH	(H - 3.1)
ILFORD(NL)	5 : 1	MOSEISLEY JAWAS	(H - 2.9)	HASTINGS UTD(NL)	2 : 1	TUSKEN RAIDERS	(H - 2.7)
KESSEL RUNNERS	0 : 1	TRURO CITY(NL)	(A - 4.1)	PARK STREET	1 : 1	NORTHWICH(NL)	(A - 1.5)
TAMWORTH(NL)	3 : 0	GOBAITH FC	(H - 5.1)	WELLING(NL)	1 : 0	STILE COMMON	(H - 1.3)
				KETTERING(NL)	3 : 0	MEMORIAL PARK	(H - 2.3)
				STAFFORD(NL)	1 : 2	BEVERAGE UTD	(H - 1.3)
				RPG ROVERS	0 : 5	SLOUGH(NL)	(A - 4.7)

STATS AND WHATS

LEADING SCORERS

DIVISION 1

1	BRABHAM	JLR COMMANDOS	6
2	WINGOV	KA ROYALTY	5
3	ISTANBUL	HILL VALLEY	4
4	EWOK ASH	BRUTUS AWAKENS	4
5	WOOKIE PICKUP	BRUTUS AWAKENS	4
6	BOSTON	KA ROYALTY	3
7	CHIEF ROB	KA ROYALTY	3
8	TORIAN CADERA	HILL VALLEY	3

DIVISION 2

1	PRINCESS BRILLO	STAR COMMAND	6
2	LOTTI	TON-EIGHTY FC	5
3	EWOK STEADMAN	STAR COMMAND	4
4	CUSHING	STAR COMMAND	4
5	VAN BLASTEN	GALERIE BLEU FC	4
6	BETA BLOCKER	STAR COMMAND	3
7	HAN SOLO	STAR COMMAND	3
8	PORTHCAWL	DYSTOPIA IV	3

DIVISION 3

1	JAWA	MANDALORE	6
2	MC ASHFORDSKI	GOBAITH FC	6
3	PAT CASH	GOBAITH FC	5
4	CARIAD	GOBAITH FC	5
5	ZARANKIEWICZ	TUSKEN RAIDERS	4
6	STAERK	TUSKEN RAIDERS	4
7	TATOOINE	DARKSIDE ARTS	4
8	TAGABAWA	ANDRASSY AVENUE	4

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

JLR COMMANDOS - 0

HILL VALLEY - 3

BRUTUS AWAKENS - 6

BOTTOM

R.Y.L WOOLWICH - 99

STILE COMMON - 102

SEASIDE FC - 105

MANAGERIAL RATINGS - SQUAD AGE

TOP

SEASIDE FC - 0

DYNAMO KASHYYK - 3

MANDALORE - 3

BOTTOM

HILL VALLEY - 99

BRUTUS AWAKENS - 102

SITH HAPPENS FC - 105

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :-

GET KICKING BOYS

PRIVATE DEALS

BRUTUS AWAKENS sold TUSKEN THOMMO (18-3 DF) {P/S} {APP} to R.Y.L WOOLWICH for 275K

FULL THROTTLE FC sold MADHOUSE (20-9 DF) {P/S} to KA ROYALTY for 360K

FULL THROTTLE FC sold KUBICA (19-12 FWS[r]) {P/S} to TUSKEN RAIDERS for 800K

FULL THROTTLE FC sold WIPER BLADE (19-12 MF) {P/S} to TUSKEN RAIDERS for 1000K

FULL THROTTLE FC sold KONG (18-12 FW) {P/S} to TUSKEN RAIDERS for 1700K

KA ROYALTY sold KING ROBLEWISON (20-9 FW) to FULL THROTTLE FC for 360K

TUSKEN RAIDERS sold XANTHOS (24-12 FW[r]) to SITH HAPPENS FC for 650K

THE FORCE sold MRAK (20-9 MF) {P/S} to R.Y.L WOOLWICH for 360K

TON-EIGHTY FC sold LUKE THE NUKE (18-2 DF) {P/S} {SBY} to DARKSIDE ARTS for 600K

DYSTOPIA IV sold PUS (18-4 FW) {P/S} {SBY} to DARKSIDE ARTS for 0K

DARKSIDE ARTS sold ATAT (18-4 DF) {SBY} to DYSTOPIA IV for 0K

PARK STREET sold DARMSTADT (25-12 DF/A) {STAR} to TUSKEN RAIDERS for 1700K

All deals completed successfully!

Consec. Home Wins

Galerie Bleu Fc	6 games
Full Throttle Fc	5 games
R.Y.L Woolwich	4 games
Jlr Commandos	3 games

Since A Home Win

Seaside Fc	13 games
Pfc Lubocranets	13 games
Stile Common	12 games
The Force	7 games

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) GK	17-2	NATTY RAB	(THE MIGS)	1478K	15	1234K
2) SW	20-10	NISSANY	(FULL THROTTLE FC)	879K	9	835K
3) DF/A	24-12	SHALOM	(CHERNOBYL)	557K	9	467K
4) MF/A/D	18-4	KARASIK	(TUSKEN RAIDERS)	5509K	10	5201K
5) MF/A	30-6	SHWARTZMAN	(FULL THROTTLE FC)	889K	11	789K
6) FW 1	9-11	COHEN	(FULL THROTTLE FC)	609K	10	511K
7) FWT	18-4	PANTHEON	(FULL THROTTLE FC)	859K	11	789K
8) FWS	21-12	GAZA	(DYSTOPIA IV)	1871K	11	1587K
9) UT	18-4	ROSENTHAL	(TON-EIGHTY FC)	879K	9	789K

All players not shown were unsold.

ROLLING AUCTION FOR SESSION FOUR

- 1) REVERSE TRAINING INJURIS FOR REST OF SEASON

(Manager must advise GM when this occurs)

- 2) MF/A 23-5 P - Yule Catto of Sith Happens Fc
{RES 800k - 31% BW/ 23% CR}
- 3) MF 19-11 P/S - Atris of Full Throttle Fc
{RES 500k - 48% BW/ 74% CR I96}

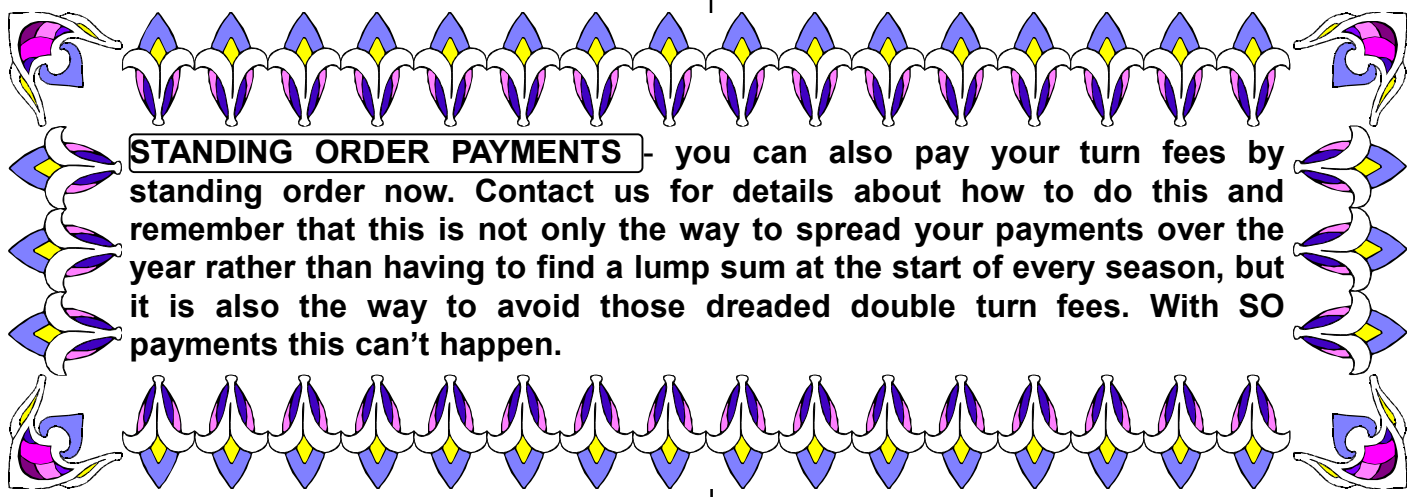
ROLLING AUCTION LEVELS

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



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.

MUTTERINGS AND MEANDERINGS OF THE KA MIND

Just something to remember this time. Which is oft times not realised by managers. If you set a DF/A to mark a WG then he will follow him all over the pitch whether he plays in MF or FW line and mark him. WG cannot hide from a DF/A marking him

THE KICKABOUT COMMUNITY

EMAIL CHAT LIST - yes, you can subscribe to our email discussion group. There is a list for general Kickabout topics, a list for each individual league, one for the vulcano, one for teampick subscribers, even one for the weekend players. Learn more about the game, talk to other players and the Gm. To subscribe to the main list send a blank email to KA-kickabout+subscribe@groups.io. For others you do the same except put the league, name with Ka- in front of subscribe. 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.

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 .

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.

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.

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.

HOPE SEASON 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 start up newsletter 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

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 matches 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

FORTHCOMING KA WEEKENDS

Galway 2024

This one will take place Oct 10-13th. Again this is held in Seamus's fantastic Seafront Seafood Bar & Restaurant with Bed and Breakfast for those that stay and local hotels nearby for others. Grab as much sightseeing as you can (Galway is not far), however the food here is superb (and the staff are the staff and you really don't need to leave to want to. Despite it being a year away, we've ne

**CURRENTLY
ON
HOLD**

Geraldo, Jens, Morten, Gareth, Rob Lewis, Steadders, Danny B, Baddad, & Fingers say they are coming

First men in are Seamus & Dennis

Spring 2025 Back To Norwich

dates 9th-11th of May

Autumn 2025 perhaps a London one could be arranged

Those playing Kickabout now have done so for a long time, so it would be really nice to see new faces coming along

2026 who knows, **ANY OFFERS?**

CHAMPIONS TROPHY

It was suggested by Mr Sicknote himself when he wrote the season start up predictions that it was about time the long-trailed Euro fixtures should be instigated. Well that is what will happen next season. Not decided how to organise it but watch this space for further details

KICKABOUT SOCIAL PAGE

So the hardy few went to Norwich to have fun leaving the Johnny-no-mates crowd sheltering in their caves and playing with themselves

Norwich 2023

By KA social secretary Cranners

So the Kickabout Weekend returned to Norwich in October 23. I've lost count of how many weekends have been held here now, but they are always great fun in a very nice City with loads to do. This time it was held in a 4-bed Airbnb, West of the Centre, with me (Cranners), Seamus (Phat Phoot), BadDad Barrett and the returning Waddinghamham being the permanent residents at the house. An Airbnb always provides a much more relaxed environment where we can all talk KA until we are blue in the face and not receive strange looks from others!! Chris ran it from the dining room and Wadders was either permanently at his corner bar area in the kitchen or face up to the large TV checking on how many goals he was conceding! Friday night we were joined by Jens and Gerard and then onto curry at The Spice Lounge was tea, after a few beers in a bar I cannot remember the name of. Food was superb, Gerard generous to a fault. After Fridays KA, where others joined virtually (KP, Fingers, Colly & Dag etc) and Matron, Tommo and Chris Moore had arrived, it was off to an Italian, again a superb evening with beers pre and post food. Mr Pickup (aka Los Pollos) rolled in for Saturday morning events before the evening took us back to the old Coach and Horses where we have basically lived at previous weekends, for pub grub and rugby. Another fantastic weekend of laughs with like-minded people.

MORE FROM THE SOCIAL SECRETARY WITH HELP FROM SUPER SHEDMAN

LONDON BEER MILE - SATURDAY 6th JULY

Boys, we have arranged that Saturday July 6th will be a London Beermile Day for Kickabouters. We will traverse the 'famous' London Beermile (not far London Bridge station). Put it in your diaries for an afternoon of ales, food and chat. We would love to see old and new faces. Ex players Ian Jackson (aka Mick Hucknall) and Nigel Barnish (Trespint Bernie) are already confirmed as coming along and there are one or two more ex-players in the pipeline (watch this space); along with the current crop of Chris, Wadders, Baddad, Cranners, Gareth, Nursey Lewis, Steadders to name just a few as a starter.

We also here that Neil H & Collywobble are planning to descend on London for a binge! While Rob The Scottie has promised to show his face (What about you Mr Butler!?!)



MANAGER'S NEEDED

WATCH THIS SPACE

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 apparently that there are more opportunities in the game for ball winners than there are for creative players - this is a fact. The balance to this is that when a BW or CR affect kicks in, it only kicks in at the position the player is located. A BW gain by a player in midfield will kill off a shot from the opposing midfield area for example, while a striker picking up a creative chance will do so from his forward position. The creative chances always result in an additional chance where as ball-winners need to have something to stop if they are to be effective. If a side adds an extra four Ball-winner stops to their midfield and the opposition isn't creating anything in that area, then these efforts are wasted. Thus, while there are many more ways of aiding your ball-winning players, their abilities are not always as valuable as the creative players

CONTRACTS UPDATE

We have listened to the moaners who in contract negotiations have lost very good players cos they cannot get them to agree to a new contract. Galling to see their prized possession in the expired section of the autumn. Ok you will no doubt get some recompense for him, but the reserve bid is always painfully low and you never never know who might snaffle his arse with a cheeky bid do you.

So from now onwards if your prized player is on the last week of his contract

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

Then there is a wage that if offered he will ALWAYS accept.

This has to be calculated by you (Oh shite!!)

The formula is as follows :

3 X basic wage where the basic wage = player level X PS Bonus X Div Bonus X POS Bonus X Type bonus

player level is obvious

P/S bonus increase the basic wage by 20%

Div Bonus - 125% for div 1/ 110% for div2 / 100% for divs 3/ 75% for div 4

Pos bonus refers to STARS/FUT/SBY which require 50% uplift

Type bonus is equal to the players expected wage rates , ie MF/A/D x3 - **Df/A X 2 / UT/WG/FWS x1.5** / GK SW X 2/ FW/MF/DF X 1

We suggest that you always add 1K to your bids

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

as an example a DIV ONE 20/12 PS MF/A/D STAR would require a wage offer of basic wage (81K) X 3 to accept unconditionally , i.e. 243K per week

or a 20-10 DIV THREE S DF/A would require a wage offer of basic wage(20K) X 3, i.e. 60K

On the last week of the contract there is no optimum length of contract though we suggest you opt for four weeks so you have time to bid again

I REPEAT - AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

One last change to note as well. In future at whatever stage of the contract negotiation you are at with a player, the min he will now accept is one third of his basic wage

so in the MF/A/D example a bid under 27K will be rejected, the DF/A minimum is 6.66K
