

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE MIGS	17	7	1	0	15	6	6	2	1	15	3	21	42
2 LEAMINGTON SPA	17	7	0	2	22	7	5	1	2	13	6	22	37
3 BRUTUS AWAKENS	17	6	3	0	17	2	3	2	3	12	7	20	32
4 HILL VALLEY	17	5	3	1	9	5	3	2	3	7	7	4	29
5 FULL THROTTLE FC	17	4	2	2	12	8	2	5	2	9	8	5	25
6 KESSEL RUNNERS	17	4	3	2	12	5	1	3	4	9	13	3	21
7 JLR COMMANDOS	17	4	3	1	8	3	2	0	7	5	18	-8	21
8 DYSTOPIA IV	17	4	2	3	11	12	2	1	5	4	16	-13	21
9 SITH HAPPENS FC	17	3	1	5	8	10	2	3	3	7	8	-3	19
10 MEMORIAL PARK	17	3	3	2	15	14	2	1	6	11	17	-5	19
11 GALERIE BLEU FC	17	4	0	4	8	9	1	2	6	5	12	-8	17
12 MOSEISLEY JAWAS	17	0	1	7	0	18	0	0	9	2	22	-38	1

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 TUSKEN RAIDERS	17	5	4	0	19	4	4	3	1	13	1	27	34
2 DARKSIDE ARTS	17	3	5	1	8	4	4	3	1	8	4	8	29
3 TON-EIGHTY FC	17	4	3	2	13	2	3	3	2	6	7	10	27
4 CORELLA PIRATES	17	5	2	1	8	2	1	7	1	6	4	8	27
5 STAR COMMAND	17	3	4	1	6	5	2	4	3	3	4	0	23
6 DYNAMO KASHYYYK	17	3	4	2	4	2	2	3	3	8	7	3	22
7 CHERNOBYL	17	3	4	1	8	7	2	3	4	12	18	-5	22
8 KA ROYALTY	17	2	4	2	14	11	0	7	2	5	10	-2	17
9 HAN SHOT FIRST	17	1	4	3	3	7	1	6	2	1	2	-5	16
10 ATHLETICO SMITH	17	2	3	3	4	5	1	3	5	1	10	-10	15
11 HENLEY ROVERS	17	1	4	4	7	16	2	2	4	4	18	-23	15
12 GALACTIC STARS	17	2	5	2	3	2	0	2	6	0	12	-11	13

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 MANDALORE	17	8	1	0	32	6	4	3	1	10	8	28	40
2 GOBAITH FC	17	6	1	1	19	2	6	1	2	37	3	51	38
3 THE FORCE	17	5	0	4	9	9	5	3	0	14	0	14	33
4 MARSHFIELD ROV	17	6	2	1	23	5	2	3	3	5	6	17	29
5 ANDRASSY AVENUE	17	5	1	3	19	7	4	1	3	15	14	13	29
6 PARK STREET	17	6	1	1	25	5	2	2	5	13	15	18	27
7 R.Y.L WOOLWICH	17	3	4	2	6	5	4	1	3	12	11	2	26
8 HARROWBY UNITED	17	2	4	2	12	7	3	2	4	10	10	5	21
9 PFC LUBOCRANETS	17	1	5	2	3	9	2	3	4	6	5	-5	17
10 STILE COMMON	17	3	2	3	4	14	1	2	6	2	16	-24	16
11 BEGGARS CANYON	17	0	1	7	0	22	0	2	7	1	18	-39	3
12 SEASIDE FC	17	0	2	7	0	36	0	1	7	2	46	-80	3

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Hope League - Session Twelve

Season 12

Email:

ROUND-UP TIME

Finally **The Migs** lose a game in the league this season, having to give best to **Hill Valley** but still got a healthy lead with five to go so should keep ahead of **Leamington Spa** who have left it a little late to run into ominously good form.

Battle at the bottom continues to excite. A win for **Sith** over **Galerie Bleu** lifts them out of the bottom three and drags the **Bleu** into the relegation zone. Bright start to the season has evaporated for Morties boys. Also in trouble are **Memorial Park**, back into the bottom three. Four points now cover six teams and you could still permit any two from them to join the dreadful Skaithe propping up the table!

At top of the second **Tusken** win the top battle with **Darkside** and the title must now be theirs. Three in it for the other two promotion places with **Ton-eighty** perhaps now being the form team. At the bottom everybody picks up points but not much changes therefore. Four points covers the bottom five and this is going down to the wire for sure.

Division three sees **Mandalore** forge ahead of **Gobaith**. Both basically set for promotion barring miracles. Third-placed **The Force** have a better one than Marshfield & Andrassy to open up a gap of four points. Can they hold onto this in the closing stages of the season?

Two teams here at the bottom still without a win. They can't be separated. Let's hope their shoddiness is just a cover for a resurgence in season thirteen?

VISIT FROM THE FORCE NO TA!

RESULTS ROUND-UP

TEMPERATURE: Cold

Week Thirty-four

DIVISION 1

LEAMINGTON SPA Kassabov 77 Dixmier 78 Wind: Calm	2 : 1 BRUTUS AWAKENS (A - 1.3) Morty Skywalker 63 Att 53000* Pitch: Muddy
JLR COMMANDOS Trooper 32 Frangid 38 Pitch: Good	2 : 0 MOSEISLEY JAWAS (H - 1.9) Att 46744 Wind: Light
KESSEL RUNNERS Ola 69 Att 30002 Pitch: Muddy	1 : 1 FULL THROTTLE FC (H - 0.3) Pantheon 24 Wind: Light
SITH HAPPENS FC Uranium 8 Riptide 46 bkd - Uranium (71) Att 33130 Pitch: Wet	2 : 0 GALERIE BLEU FC (H - 1.1) off - Emin (11) Inj - Noergaard (4)/ Darwin (1) Wind: Light
MEMORIAL PARK Skanilla 83 Att 31613 Wind: Light Pitch: Muddy	1 : 4 THE MIGS (A - 1.7) Catalunya 39 Hans Cranfield 40 Simply Butler 59 Van driver 67
DYSTOPIA IV Att 29224* Pitch: Muddy	0 : 0 HILL VALLEY (A - 0.1) Wind: Brisk

DIVISION 2

HENLEY ROVERS Andrews 43 Harpsden 63 Att 28493 Pitch: Muddy	2 : 1 DYNAMO KASHYYYK (H - 0.1) Blame 72 bkd - Marcela de st (60) Wind: Light
ATHLETICO SMITH Att 27537 Pitch: Good	0 : 0 KA ROYALTY (H - 1.3) Wind: Light
TON-EIGHTY FC Rosenthal 8,26 Captain Kirk 19 Omelchenko 52 Malak 86	5 : 0 CHERNOBYL (A - 0.5) Att 30662* Wind: Light Pitch: Good
GALACTIC STARS Jr ewing 55 bkd - Princess Brillo (40) off - Swtmae (46) Wind: Light *Derby Game*	1 : 0 STAR COMMAND (A - 1.1) bkd - Byw (15) Inj - Dantooine (2) Att 30094 Pitch: Good
HAN SHOT FIRST Att 30453 Pitch: Muddy	0 : 0 CORELLA PIRATES (-) Wind: Light
DARKSIDE ARTS bkd - Dark helmet (54) Att 34001 Wind: Brisk Pitch: Good	0 : 3 TUSKEN RAIDERS (A - 0.3) Sebulba 41 Doc 45 Bail Organa 86 *Derby Game*

DIVISION 3

THE FORCE Durie 38 Golan 39(p) off - Wisnews (75) Pitch: Wet	2 : 1 R.Y.L WOOLWICH (H - 1.1) Tushkanova 29(p) Att 34434 Wind: Light *Derby Game*
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STILE COMMON Att 17389 Pitch: Wet	0 : 0 HARROWBY UNITED (A - 0.7) Wind: Light
ANDRASSY AVENUE Yantarni 50 Los toldos 61 Pitch: Frozen	2 : 0 PARK STREET (A - 0.5) Att 26742 Wind: Brisk
SEASIDE FC Att 22545 Pitch: Frozen	0 : 0 BEGGARS CANYON (A - 3.3) Wind: Light
PFC LUBOCRANETS bkd - Tripski (86)/ Chefski (51) Att 38906 Wind: Light Pitch: Good *Derby Game*	0 : 5 GOBAITH FC (A - 1.1) Cariad 39,44 Uygunsozlu 60 Mc ashfordski 61 Poznan 86 bkd - Mc ashfordski (60)
MANDALORE Jawa 5 Shaun strang 7,54 Pitch: Frozen	3 : 0 MARSHFIELD ROV (H - 0.7) Att 27621 Wind: Light

Week Thirty-five

DIVISION 1

LEAMINGTON SPA Darmstadt 5 Hanson 20 Jobarteh 27 Dixmier 51	4 : 0 JLR COMMANDOS (-) Att 53000* Wind: Light Pitch: Muddy
BRUTUS AWAKENS Cranioda 10(p) Morty skywalker 76 Att 33783* Pitch: Good	2 : 0 GALERIE BLEU FC (H - 1.3) bkd - Noergaard (72)/ Darwin (86) Wind: Light
KESSEL RUNNERS bkd - Dantooine (6) off - Solo (30) Pitch: Muddy	0 : 0 MEMORIAL PARK (H - 0.3) Att 31401 Wind: Light
SITH HAPPENS FC Tiger boy 71 Att 28110 Pitch: Muddy	1 : 1 FULL THROTTLE FC (H - 0.7) Zhou guanyu 15 Wind: Light
HILL VALLEY Jaws 11 Wind: Light	1 : 0 THE MIGS (A - 0.7) Att 47662 Pitch: Muddy
DYSTOPIA IV Cockroach 9 Rot 65 Pitch: Wet	2 : 0 MOSEISLEY JAWAS (H - 0.9) Att 28031 Wind: Light

DIVISION 2

HENLEY ROVERS Att 28200 Pitch: Muddy	0 : 0 ATHLETICO SMITH (H - 0.1) Wind: Brisk
DYNAMO KASHYYYYK bkd - Marcela de st (45) Att 29925 Pitch: Wet	0 : 1 STAR COMMAND (H - 0.1) Byw 55 Wind: Light
TON-EIGHTY FC Att 30662 Pitch: Muddy	0 : 0 HAN SHOT FIRST (A - 0.3) Wind: Light *Derby Game*
GALACTIC STARS Att 30094* Wind: Light	0 : 1 CHERNOBYL (A - 0.1) Plutonium 50 Pitch: Good
TUSKEN RAIDERS Att 30861 Pitch: Muddy	0 : 0 CORELLA PIRATES (H - 0.5) Wind: Brisk
DARKSIDE ARTS Att 30355 Pitch: Frozen	0 : 0 KA ROYALTY (H - 0.3) Wind: Light

DIVISION 3

THE FORCE Lund 41 Lviv 80 Pitch: Frozen	2 : 0 STILE COMMON (H - 1.9) Att 24960 Wind: Calm
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R.Y.L WOOLWICH Tusken thommo 11 Att 27370 Pitch: Wet	1 : 1 BEGGARS CANYON (H - 2.1) Gorilka 19(p) Wind: Light
ANDRASSY AVENUE Att 27681 Wind: Light Pitch: Muddy	0 : 0 PFC LUBOCRANETS (A - 0.3) bkd - Chefski (14)/ Hairovsky (63)
SEASIDE FC Att 23891 Wind: Light Pitch: Good	0 : 5 PARK STREET (A - 3.5) Zanze 24 Shavansky 31 Izzitop 35 D flawless 55,67
MARSHFIELD ROV Kissler 76 Wind: Light	1 : 0 GOBAITH FC (A - 0.7) Att 24964 Pitch: Good
MANDALORE Plagueis 14 Jawa 28 Mortenucunt 57 Pitch: Muddy	3 : 1 HARROWBY UNITED (H - 1.3) Litmus 69 Att 26898 Wind: Light

Week Thirty-six

THE HOPE TROPHY

2nd Round

R.Y.L WOOLWICH bkd - Drake (14) Att 28896 Wind: Light	0 : 3 MANDALORE (A - 1.1) Druidia 12,51 Mortenucunt 78 Pitch: Wet
PARK STREET Att 28950 Wind: Light Pitch: Frozen	0 : 4 KA ROYALTY (A - 0.3) Boston 8 Princess morten 32 Ru paul butler 65 Baron barrett 81
HENLEY ROVERS Hart 58 Thames 74 Wind: Brisk	2 : 1 CHERNOBYL (H - 0.1) Sjerne 33 Att 31951 Pitch: Good
ANDRASSY AVENUE Janszoon 6 Wind: Light	1 : 0 GALACTIC STARS (A - 0.5) Att 26164 Pitch: Frozen
HAN SHOT FIRST Att 30111 Pitch: Wet	0 : 0 DYNAMO KASHYYYYK (H - 0.5) Wind: Light [AET]

HAN SHOT FIRST WIN PENALTY SHOOTOUT 14 - 13

MARSHFIELD ROV Milano 12 Fury 61 off - Erling (67)	2 : 0 STAR COMMAND (A - 0.5) Att 24624 Wind: Light Pitch: Muddy
PFC LUBOCRANETS Att 31851 Pitch: Frozen	0 : 0 THE FORCE (A - 0.5) Wind: Light [AET]

PFC LUBOCRANETS WIN PENALTY SHOOTOUT 5 - 4

GOBAITH FC Cariad 96 Mc ashfordski 115 Pitch: Frozen	2 : 0 ATHLETICO SMITH (H - 0.9) Att 30571 Wind: Light [AET]
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THE HOPE LEAGUE CUP

Semi-finals

KESSEL RUNNERS Shwartzman 54 Att 44067 Wind: Brisk Pitch: Good	1 : 3 JLR COMMANDOS (A - 0.5) Garrison 25,75 Brabham 42 Inj - Garrison (1)
THE MIGS Simply butler 73 Att 44631 Pitch: Muddy	1 : 1 BRUTUS AWAKENS (H - 0.7) Wookie pickup 60 Wind: Light

THE HOPE TROPHY

Quarter-finals
(extra time and penalties to decide)

Marshfield Rovers v KA Royalty
Henley Rovers v PFC Lubocranets
Mandalore v Han Shot First
Gobiath Fcv Andrassy Avenue

CHAMPIONS TROPHY

For the first season (might expand it in future years, the
format will be a straight two leg KO competition

Final one leg on S13

HOPE FRIENDLIES

LEATHERHEAD(NL)	8 : 2	DYSTOPIA IV	(H - 1.1)
LEEK TOWN(NL)	2 : 2	CORELLA PIRATES	(A - 1.1)
DARKSIDE ARTS	3 : 1	HERNE BAY(NL)	(H - 0.3)
HILL VALLEY	4 : 1	ILFORD(NL)	(A - 0.7)
TRURO CITY(NL)	1 : 2	FULL THROTTLE FC	(A - 0.7)
HARROWBY UNITED	1 : 1	TAMWORTH(NL)	(A - 0.7)
WHITBY TOWN(NL)	1 : 3	GALERIE BLEU FC	(A - 1.9)
LEAMINGTON SPA	1 : 4	ROMULUS(NL)	(A - 5.5)
MET POLICE(NL)	3 : 2	SEASIDE FC	(H - 0.7)
MOSEISLEY JAWAS	0 : 5	UXBRIDGE(NL)	(A - 3.5)
MEMORIAL PARK	2 : 5	TELFORD UTD(NL)	(A - 1.7)
ENFIELD(NL)	3 : 2	SITH HAPPENS FC	(H - 1.9)
TUSKEN RAIDERS	3 : 2	WOKING(NL)	(A - 0.3)
CARSHALTON(NL)	2 : 0	STILE COMMON	(H - 0.1)
TON-EIGHTY FC	1 : 4	SOUTHPORT(NL)	(A - 0.3)

WEATHER FORECAST

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

STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	VAN DRIVER	THE MIGS	15
2	HANSON	LEAMINGTON SPA	12
3	PLO KOON	MEMORIAL PARK	10
4	OLA	KESSEL RUNNERS	10
5	DANTOOINE	KESSEL RUNNERS	9
6	BRABHAM	JLR COMMANDOS	9
7	MORTY SKYWALKER	BRUTUS AWAKENS	9
8	PANTHEON	FULL THROTTLE FC	8

DIVISION 2

1	ZLATAN BINKS	TUSKEN RAIDERS	10
2	KONG	TUSKEN RAIDERS	9
3	BOSTON	KA ROYALTY	9
4	C3PO	TON-EIGHTY FC	8
5	ARAKNI	CHERNOBYL	7
6	CHRIS CRUMB	DARKSIDE ARTS	6
7	BETA BLOCKER	STAR COMMAND	6
8	SALAMANCA	ATHLETICO SMITH	6

DIVISION 3

1	MC ASHFORDSKI	GOBAITH FC	14
2	CARIAD	GOBAITH FC	13
3	BELLA	GOBAITH FC	12
4	MARBURG	PARK STREET	10
5	SHAUN STRANG	MANDALORE	9
6	PLAGUEIS	MANDALORE	9
7	ZELENSKI	MARSHFIELD ROV	9
8	FURY	MARSHFIELD ROV	9

PRIVATE DEALS

All deals completed successfully!

Consec. Home Wins

Mandalore	8 games
The Migs	7 games
Leamington Spa	6 games
Gobaith Fc	5 games

Since A Home Win

Seaside Fc	31 games
Beggars Canyon	9 games
Moseisley Jawas	8 games
Dynamo Kashyyyk	5 games
Ka Royalty	4 games
Pfc Lubocranets	4 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- SOLO [1] (KESSEL RUNNERS) / URANIUM [1] (SITH HAPPENS FC) / EMIN [1] (GALERIE BLEU FC) / SWTMAE [1] (GALACTIC STARS) / WISNIEWS [1] (THE FORCE) / CHEFSKI [1] (PFC LUBOCRANETS) / ERLING [1] (MARSHFIELD ROV) /

MOST APPEARANCES

DIVISION 1

1	RUSSELL	FULL THROTTLE FC	36
2	ANCHER	GALERIE BLEU FC	35
3	JENSON BUTTON	FULL THROTTLE FC	35
4	AZALEA	BRUTUS AWAKENS	35
5	ZHOU GUANYU	FULL THROTTLE FC	34
6	WADDERS THE HUT	BRUTUS AWAKENS	34
7	DARWIN	GALERIE BLEU FC	33
8	EMIN	GALERIE BLEU FC	33

DIVISION 2

1	NGOLO	ATHLETICO SMITH	37
2	SALAMANCA	ATHLETICO SMITH	36
3	COHEN	STAR COMMAND	35
4	PRINCESS BRILLO	STAR COMMAND	35
5	KNUCKLES MALLOY	ATHLETICO SMITH	35
6	OISHI	TUSKEN RAIDERS	34
7	CAPTAIN KIRK	TON-EIGHTY FC	34
8	IHASZ	TON-EIGHTY FC	34

DIVISION 3

1	AABLAN	ANDRASSY AVENUE	36
2	LITMUS	HARROWBY UNITED	34
3	LOS TOLDOS	ANDRASSY AVENUE	34
4	AUSTIN FRIARS	ANDRASSY AVENUE	34
5	SARANGANI	ANDRASSY AVENUE	34
6	KASPER	MARSHFIELD ROV	33
7	POLANSKI	MARSHFIELD ROV	33
8	ERIKSON	MARSHFIELD ROV	33

Consec. Away Wins

The Force	3 games
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Since An Away Win

Seaside Fc	30 games
Ka Royalty	22 games
Galactic Stars	18 games
Moseisley Jawas	12 games

MANAGERS NEEDED

Got a very good teams free that might interest some of you out there.

Royston Vasey of the Churchill league, lay sixth, have just won the league cup, have four top specialists, a DFA-FWT combo and a deadly FWS. The product of one of those nasty dropout people, they are a team in the right hands could challenge at the very top. Power skill and a young squad, glory awaits you

£30 credit to start you off both are ideal for those who have just one or two clubs to manage to bolster their stable??

MANAGERIAL RATINGS - POSITION TOP THE MIGS - 0 LEAMINGTON SPA - 4 BRUTUS AWAKENS - 8 BOTTOM STILE COMMON - 132 BEGGARS CANYON - 136 SEASIDE FC - 140 MANAGERIAL RATINGS - WAGES PER LEVEL TOP MANDALORE - 0 SITH HAPPENS FC - 4 MARSHFIELD ROV - 8 BOTTOM ATHLETICO SMITH - 132 GALERIE BLEU FC - 136 LEAMINGTON SPA - 140 MANAGERIAL RATINGS - CASH TOP STILE COMMON - 0 SEASIDE FC - 3 MOSEISLEY JAWAS - 6 BOTTOM FULL THROTTLE FC - 99 CHERNOBYL - 102 KA ROYALTY - 105 MANAGERIAL RATINGS - DPS TOP CHERNOBYL - 0 PARK STREET - 0 ANDRASSY AVENUE - 0	BOTTOM GALERIE BLEU FC - 99 SITH HAPPENS FC - 102 KESSEL RUNNERS - 105 MANAGERIAL RATINGS - LEVELS PER PLAYER TOP SITH HAPPENS FC - 0 MANDALORE - 3 TON-EIGHTY FC - 6 BOTTOM MOSEISLEY JAWAS - 99 BEGGARS CANYON - 102 SEASIDE FC - 105 MANAGERIAL RATINGS - SQUAD AGE TOP SEASIDE FC - 0 STILE COMMON - 3 TON-EIGHTY FC - 6 BOTTOM KESSEL RUNNERS - 99 HAN SHOT FIRST - 102 GALACTIC STARS - 105 MANAGERIAL RATINGS - ATTENDANCE TOP LEAMINGTON SPA - 0 BRUTUS AWAKENS - 2 JLR COMMANDOS - 4 BOTTOM SEASIDE FC - 66 HARROWBY UNITED - 68 STILE COMMON - 70
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AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) WG99-99		HAKI NEBUTA	(TUSKEN RAIDERS)	1709K	9	1568K
2) DF/A	24-7	SANI	(BEGGARS CANYON)	127K	1	124K
3) UT	22-12	AHSOKA TANO	(CORELLA PIRATES)	387K	1	359K

All players not shown were unsold.

AUCTION FOR SESSION THIRTEEN

1)	GK	24-8		fast riser
2)	DF	18-4	PS	APP
3)	GIVE US A G (ON any qualified MF to make MF/G - player age & Level reduces by two (18 non-app MIN) (inj 3)			
4)	MF	22-6	P	(wages 1K for 16 sessions) [CR99}
5)	FW	18-3	S	SBY [BW95]
6)	UT	20-12	PS	FAST FADER
7)	FWS	17-5	P	SBY [CR95]
8)	DF	28-12	S	STAR (BW90/CR70] Except marker
9)	PP:3			

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

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

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.

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.

MUTTERINGS AND MEANDERINGS OF THE KA MIND

There has been chat about the usefulness of the FWS player type. Some don't seem to realise his attributes. Personally I would always have a FWS in my side. Why. Well if he gets a shot then it has more chance of beating the opposing keeper than does any other player type. He also acts like a star in gaining you extra shots at times. Finally he can play in any position without loss of levels and without little loss of his effectiveness. Personally I always play him in midfield, especially if he is a star. Hoping that somebody will play offside which will double his leathaliity. FWS are king

FORTHCOMING KA WEEKENDS

We have three KA weekends planned for the future, taking to players recently it seems they might be very full, this is especially so with the Glasgow on next year, so you really need to get your names down if you are planning to attend any of these, to avoid disappointment. You don't need to send cash at present just get your name on the list

Spring 2025 Back To Norwich

Main house accomodation already booked for this

**Tommo McTomface is first man in
Geraldo, Jens, Seamus, Craig, Gareth, Nigel, Rob, Chris Moore, Colly,
and Neil B have all indicated that they are coming
dates 9th-11th of May**

Glasgow weekend dates 9th-12th October

Craig is first man in here

**Gerard, Jens, Seamus, Gareth, Nigel, Rob, Cranners & Steadders all
recon that they will be coming along**

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

Craig, Gareth, Nigel, Rob & Cranners have all said they will be there

Looking for somewhere new after that and Sheffield is in the frame

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



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)

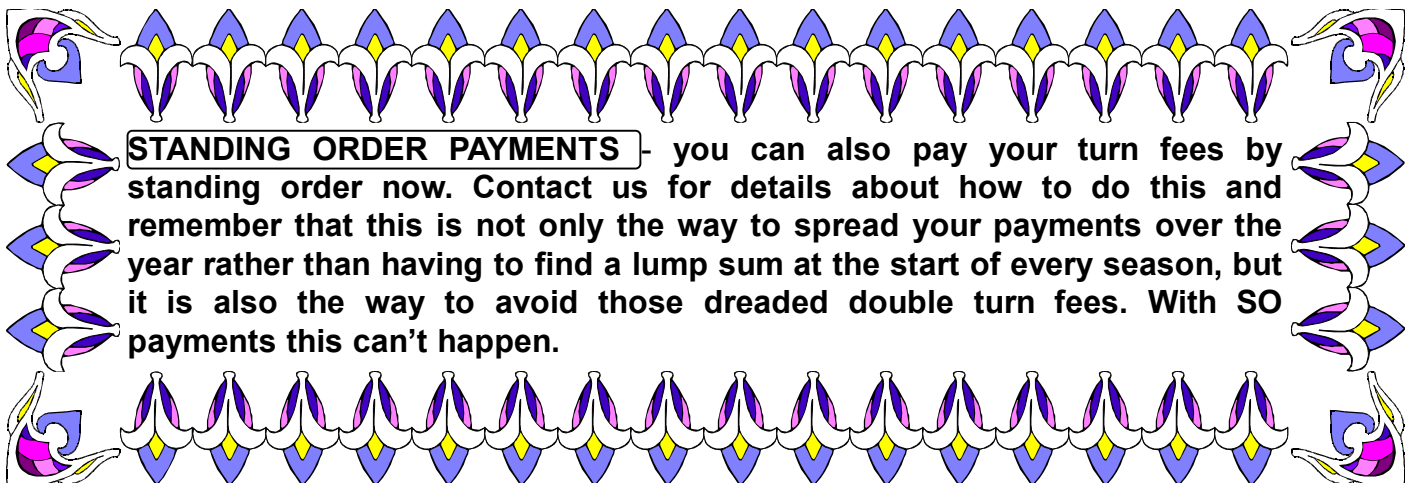
LEAGUE CUP GAMES

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 fullness of time the tempick maestro will change this



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 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

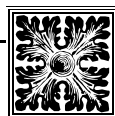
1st round is on S11 - bottom eight in division three play off (no replays)

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
LINK**



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

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+

STARTING OUT TIPS

If you are lucky you may have a couple of million in the Bank but that won't be enough to turn things around in a couple of sessions. You need to be committed to be in this for the long haul.

?Have a plan. Base your coaching on getting 2 SPS per session. If you get a few more along the way as the season progresses then great either cash them or coach an extra youth player. Aim to coach your APP's & SBY's to level 12's by seasons end. Better to have 3 17/18 yr old level 12's than 5 level 8's.

?Clear out the 24-4's etc. to get them off the wage bill as they will be on relatively high wages. Either sell them to other managers at below NL price (you will still benefit vs selling to NL due to wages). If you can't get a buyer then hold on to them and run their contract down before selling to NL by session 10 _ sales to NL go to half price after that.

?Play 2 APPS or a SBY every game unless you have a realistic chance of winning but try to win your derby games. Keep your MP's for derby games, matches against fellow strugglers and for (hopefully) a bit of a run in the Bowl.

?Build up your cash balance. Keep building this until you have at least circa £8m. Try to pick up bargains (below NL value) from the auction so you can then sell them on at a profit.

?Invest money in youth. Don't rely on this producing multiple MF specialists, unless your name is Morten. What you will hopefully get is a few FUT's which you can coach at 0.5 SP per level or sell for cash. This is a good way of increasing your teams' skill level quickly.

?Choose a category for the team and aim to get all the players of the same category (P, S or P/S). Having a power team is easier to build up quickly as there are more of them, there are plenty of 95 BW's around and are cheap to buy. However, longer term you will need to change the category of them team as power teams don't become super teams.

?If you have players that don't match your chosen category look to trade them for another player who is. It is rare your team will be full of P/S players so if you have any it may be best to move them on to build up your cash balance or trade for another player.

?Look to get a good quality GK and SW. You may not win many matches but two level 12's at the back could bring in some extra SP's through 0-0 draws.

?Don't coach anyone over the age of 18 unless there is a really good reason to do so e.g. 23-10 MF specialist.

?You need a captain so you can afford one player over the age of 19 _ hopefully your captain will star or get rejuvenated.

?Within 2 seasons you should have a team full of level 12's and a decent cash balance as a solid platform to start your ascent to being the next KA super team.

Good luck!

