

RESULTS ROUND-UP

TEMPERATURE: Cool

Week Forty

DIVISION 1

KARAKAL'S AFC Att 42469 Wind: Light	0 : 2 MOHA UNITED (H - 0.1) Erantis 69,83 Pitch: Good
BRACKNELL TOWN Att 36550 Wind: Light Pitch: Good	0 : 3 GDANSKI BALTUK (A - 1.5) Vivian 12 Saito 38 De la bech 70
LLANGOLLEN Att 25471 Pitch: Wet	0 : 0 FOREST REDS (A - 0.3) Wind: Calm
DYNAMO SENSIBLE Att 51966 Wind: Brisk Pitch: Wet	0 : 2 PALACE ROVERS (H - 1.3) Master chen 14 Gaylord 29
SALVATION FC Att 53642* Wind: Calm	0 : 1 NATIONALISTAS (H - 0.9) Roberts 11 Pitch: Good
MONTREAL IMPACT Justin herass 32 off - Laxdal (12)/ Zanza (21) Att 65626 Pitch: Good	1 : 4 BITTESWELL (A - 1.9) Brudle 9 Hamasmr 12,34 Handy henry 26 Wind: Calm

WOW CRISPY BALLY BURNS FADER TO A CRISP

Yes The Ballantyne marauders do it again. Two sessions ago went to **Bitteswell** and blew their hopes of retaining the title again, out of the water with a battling away performance. This session they did it again as they went to **Salvation** and came away with a 1-0 victory. Without the mighty **O'HANGIT** beefing up their defence they stood firm and grabbed their only chance form a breakaway and a dreadful PELE error, to go home with the points. Does this mean that the Priests are doomed to a sixth season finishing either second or third in the league. Well The Wannabees have three left and apart from an away trip to baby brother at **Moha Utd** look well set now after this

DIVISION 2

LOS CHILENOS Smithtown 3 Wind: Light	1 : 0 NORTON FOLGATE (H - 1.5) Att 23745 Pitch: Good
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CHEAM CHARGERS Rivaldo 56 Wind: Light	1 : 0 LOUGHBOROUGH AC (H - 1.3) Att 29451 Pitch: Muddy
NEWARK TOWN Att 27900* Wind: Light Pitch: Good	0 : 2 TERROIRS (H - 0.3) Allons-zee 9 Jack smith 49
NORTH YARD Att 27655 Wind: Calm Pitch: Wet	0 : 3 FC WARBRECK (A - 0.9) Garetito 13 Houghton 13 Gorrie 49
CASTLE PARK bkd - Bora (44)/ Mcread (57)/ Beni (36) off - Loosee (66) *Derby Game*	0 : 0 O'DONOVAN ROSSA (A - 0.3) bkd - Lashley (44) Att 34006 Wind: Light Pitch: Good
WICKERSLEY Magnapen 24 Wind: Light	1 : 0 CACHUSAISMOCHYN (H - 0.5) Att 30000* Pitch: Good

Looks like promotion done and dusted in the second as wins for the top three along with poor sessions for the chasers, leave them six points clear with three to play. All over bar the shouting now.

At the bottom a win for **Los Chilenos** is very important. It lifts them three points clear of relegation rivals **Loughborough**. A double-headers now against the **Chargers** might seal their fate.

DIVISION 3

SONS OF ANARCHY Att 26370 Wind: Light	0 : 1 LIONHEARTS FC (A - 0.9) Milosevic 84 Pitch: Good
LEEDS UTD Att 25869 Pitch: Good	0 : 0 SMITH ATHLETIC (H - 0.9) Wind: Light
OAKLEY RIOS Walker 82(p) bkd - Gonzesse (58) Pitch: Good	1 : 0 TORONTO STORM (A - 0.3) Att 35000 Wind: Light *Derby Game*
FC GENUA Att 26686 Pitch: Good	0 : 0 MAIDEN FC (H - 0.7) Wind: Light
CAPITAL CITY Att 23745 Wind: Light	0 : 1 SPARTA SAMSON (A - 0.3) Jakob 9 Pitch: Good
GRAYS INN Klinsmann 6 Witschge 6,16 Zabenz 24 Chic 56	5 : 0 TAIFA STARS (H - 1.5) Att 26132 Wind: Light Pitch: Muddy



First defeat of the season for **Toronto Storm** as they lose to second-placed **Oakley Rios**. Manager HAILS hopes of a very rare unbeaten season are sent crashing by their derby rivals who set out their stall to defend from the beginning and defied the leaders. Both teams defo up now but the third spot could be anybody's. **Capital City** were downed by **Sparta Samson** who probably haven't got much hope of going up, but this has allowed **Lionhearts & Grays Inn** both winners this week, to creep closer to **City**. City have the easier path in the last three games as the other two have to meet each other on the last day of the season!

Week Forty-one

THE ROBSON TROPHY

Quarter-finals

LOUGHBOROUGH AC Att 25332 Wind: Light	0 : 1 CAPITAL CITY Stanislaus 4 Pitch: Wet	(A - 0.3)
OAKLEY RIOS Att 30342 Wind: Light	0 : 1 O'DONOVAN ROSSA Twinbrook 120 Pitch: Good	(H - 0.5) [AET]
TORONTO STORM Kasumi 19 Carden 40 Pitch: Good	2 : 0 LEEDS UTD Att 30690 Wind: Light	(H - 0.7)
CHEAM CHARGERS Att 30645 Pitch: Muddy	0 : 0 SPARTA SAMSON Wind: Light	(H - 1.7) [AET]

CHEAM CHARGERS WIN PENALTY SHOOTOUT 6 - 5

Week Forty-two

THE ROBSON LEAGUE CUP

FINAL

BITTESWELL Crothers 25 Wind: Light	1 : 0 TERROIRS Att 52854 Pitch: Wet	(H - 1.9)
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Defender CROTHERS put away a far post cross after just three minutes to make it even more difficult for the second division outfit. However, they battle don and created chances to keep **Bitteswell** on their toes right to the final whistle. The mighty **BARDON MILL** in the first division sides goal however was equal to the task and **Terroirs** couldn't get the equaliser. In fact their opponents should really have tied this up long before the end

ROBSON FRIENDLIES

UXBRIDGE(NL)	4 : 2 FC GENUA	(H - 0.5)
BITTESWELL	3 : 0 MET POLICE(NL)	(H - 0.9)
LIONHEARTS FC	2 : 5 CHEAM CHARGERS	(H - 0.3)
BRACKNELL TOWN	6 : 3 SALVATION FC	(H - 2.3)
GDANSKI BALTYK	1 : 1 CACHUSAISMOCHYN	(H - 0.3)
FC WARBRECK	2 : 4 ROMULUS(NL)	(H - 0.1)
DYNAMO SENSIBLE	4 : 4 WHITBY TOWN(NL)	(H - 1.9)
TAMWORTH(NL)	2 : 1 NEWARK TOWN	(H - 0.7)
NATIONALISTAS	1 : 4 TRURO CITY(NL)	(H - 0.1)
TAIFA STARS	4 : 4 LEEDS UTD	(H - 1.3)
ILFORD(NL)	2 : 2 MONTREAL IMPACT	(H - 0.5)
HERNE BAY(NL)	2 : 2 KARAKAL'S AFC	(A - 0.3)
O'DONOVAN ROSSA	6 : 1 LOS CHILENOS	(H - 1.7)
LEEK TOWN(NL)	2 : 0 MAIDEN FC	(H - 1.7)
LEATHERHEAD(NL)	0 : 5 LOUGHBOROUGH AC	(A - 1.3)
STAFFORD(NL)	2 : 4 MOHA UNITED	(A - 2.1)
NORTH YARD	2 : 4 OAKLEY RIOS	(H - 4.7)
SMITH ATHLETIC	0 : 3 OXFORD CITY(NL)	(A - 3.5)
TERROIRS	1 : 6 TORONTO STORM	(A - 2.3)
LLANGOLLEN	4 : 3 DROYLSDEN(NL)	(H - 0.3)
NORTON FOLGATE	0 : 0 PALACE ROVERS	(H - 1.7)
SONS OF ANARCHY	5 : 5 WROXHAM(NL)	(H - 1.5)

WEATHER FORECAST

Temperature next session: Warm

Predicted wind speed next session: Brisk

**PALACE COME
ALIVE TOO LITTLE
TOO LATE**

ROBSON LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 BITTESWELL	19	16	1	2	76	6	70	49
2 SALVATION FC	19	16	1	2	49	4	45	49
3 NATIONALISTAS	19	13	4	2	43	8	35	43
4 MONTREAL IMPACT	19	9	6	4	41	20	21	33
5 MOHA UNITED	19	7	7	5	23	26	-3	28
6 DYNAMO SENSIBLE	19	6	6	7	18	24	-6	24
7 GDANSKI BALTYK	19	6	5	8	17	30	-13	23
8 LLANGOLLEN	19	6	4	9	11	16	-5	22
9 FOREST REDS	19	4	4	11	16	33	-17	16
10 KARAKAL'S AFC	19	2	7	10	11	32	-21	13
11 PALACE ROVERS	19	3	4	12	19	59	-40	13
12 BRACKNELL TOWN	19	0	3	16	3	69	-66	3

ROBSON LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 WICKERSLEY	19	11	7	1	32	9	23	40
2 FC WARBRECK	19	11	3	5	31	11	20	36
3 TERROIRS	19	11	3	5	20	8	12	36
4 O'DONOVAN ROSSA	19	7	9	3	14	5	9	30
5 CHEAM CHARGERS	19	8	6	5	16	12	4	30
6 NEWARK TOWN	19	8	5	6	13	14	-1	29
7 NORTH YARD	19	6	7	6	14	13	1	25
8 CACHUSAISMOCHYN	19	6	5	8	17	17	0	23
9 LOS CHILENOS	19	3	11	5	5	8	-3	20
10 LOUGHBOROUGH AC	19	3	8	8	5	14	-9	17
11 CASTLE PARK	19	2	6	11	8	25	-17	12
12 NORTON FOLGATE	19	2	2	15	6	45	-39	8

ROBSON LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 TORONTO STORM	19	14	4	1	36	4	32	46
2 OAKLEY RIOS	19	12	4	3	32	10	22	40
3 CAPITAL CITY	19	11	3	5	30	15	15	36
4 LIONHEARTS FC	19	11	2	6	35	24	11	35
5 GRAYS INN	19	10	4	5	23	9	14	34
6 SPARTA SAMSON	19	9	5	5	16	13	3	32
7 LEEDS UTD	19	5	10	4	19	10	9	25
8 FC GENUA	19	7	4	8	14	20	-6	25
9 SMITH ATHLETIC	19	2	8	9	4	12	-8	14
10 TAIFA STARS	19	3	3	13	11	36	-25	12
11 SONS OF ANARCHY	19	3	2	14	8	26	-18	11
12 MAIDEN FC	19	0	5	14	9	58	-49	5

THE ROBSON TROPHY

Semi-finals

(Played session fifteen, with extra time and penalties to decide)

Capital City v Toronto Storm
O'Donovan Rossa v Cheam Chargers

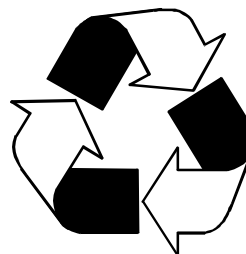
Storm & Chargers my faves here

MANAGER OF THE MONTH

Division One goes to manager Ballantyne of **Nationalistas**, can't be anybody else can it

Division Two goes to manager Armstrong of **Cheam Chargers**, promotion perhaps gone but honing in on the trophy

Division Three goes to manager Armstrong of **Oakley Rios** downing the Storm



STATISTICS & RECORDS PAGE

LEADING SCORERS

DIVISION 1

1	BRUDLE	BITTESWELL	37
2	HAMASMER	BITTESWELL	24
3	KHARKOV	MONTREAL IMPACT	21
4	DE WITT	NATIONALISTAS	17
5	EUPHANISEA	SALVATION FC	15
6	SANDERS	MONTREAL IMPACT	14
7	DE BOSS	SALVATION FC	14
8	NAVALNY	NATIONALISTAS	13

DIVISION 2

1	CHISLEHURST	CASTLE PARK	12
2	ARTIGIANO	TERROIRS	11
3	MAJOUR HAZARD	FC WARBRECK	11
4	ZWEGERS	WICKERSLEY	8
5	PICT	WICKERSLEY	8
6	KARO	CACHUSAISMOCHYN	8
7	LO HUNG	WICKERSLEY	7
8	LASHLEY	O'DONOVAN ROSSA	7

DIVISION 3

1	WALKER	OAKLEY RIOS	15
2	TANAKA	OAKLEY RIOS	13
3	CRUYFF	CAPITAL CITY	12
4	RODRIGO	TORONTO STORM	10
5	NICE	LIONHEARTS FC	9
6	ALI RATZ	LEEDS UTD	8
7	OLSEN(J)	TORONTO STORM	7
8	BOGATOE	CAPITAL CITY	7

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- ZANZA [3] (MONTREAL IMPACT) / LAXDAL [3] (MONTREAL IMPACT) / LOOSEE [1] (CASTLE PARK) /

Since a Home Defeat

Wickersley	16 games
Toronto Storm	9 games
Nationalistas	7 games
Cheam Chargers	7 games
O'donovan Rossa	7 games
Oakley Rios	6 games
Leeds Utd	5 games

MANAGERIAL RATINGS - DPS

TOP

FC WARBRECK - 0

NORTON FOLGATE - 0

CACHUSAISMOCHYN - 0

BOTTOM

MOHA UNITED - 99

SPARTA SAMSON - 102

MONTREAL IMPACT - 102

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

BITTESWELL - 0

O'DONOVAN ROSSA - 3

NATIONALISTAS - 6

BOTTOM

PALACE ROVERS - 99

BRACKNELL TOWN - 102

MAIDEN FC - 105

MANAGERIAL RATINGS - SQUAD AGE

TOP

MAIDEN FC - 0

CASTLE PARK - 3

NORTH YARD - 6

BOTTOM

BITTESWELL - 99

FOREST REDS - 102

CAPITAL CITY - 105

Since An Away Defeat

Nationalistas	16 games
Oakley Rios	7 games
Montreal Impact	6 games
Bitteswell	5 games
Los Chilenos	5 games
Fc Warbreck	4 games
Newark Town	4 games

AUCTION PAGE

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

Remember the transfer deadline
comes into operation at the end
of session thirteen
IE NOW

ROLLER 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

BELGIUM INTERNATIONAL SQUAD

1)	VAN DER SUIRE	SW	19-12	P	FC GENUA
2)	VAN-DIESEL	SW	21-12	P	TERROIRS
3)	VERTONGHEN	DF/A	21-12	S	GRAYS INN
4)	KOMPANY	DF	22-10	P/S	NEWARK TOWN
5)	GENK	MF/A	24-12	P	WICKERSLEY
6)	DE KUYPERS	MF/G	23-12	S	WICKERSLEY
7)	HAZARD	MF	21-12	P	SPARTA SAMSON
8)	EBENEMAEEL	MF	23-12	P/S	SMITH ATHLETIC
9)	D'HONDT	MF	18-12	S	CAPITAL CITY
10)	BRUDLE	FWS	24-12	P/S	BITTESWELL
11)	BRUSSELS	FWT	21-12	P/S	CACHUSAISMOCHYN
12)	MAJOUR HAZARD	FWS	23-12	S	FC WARBRECK
13)	FOOF	FWS	23-12	S	KARAKAL'S AFC
14)	WITSCHGE	FW	21-12	S	GRAYS INN
15)	COUL	UT	21-12	P/S	TORONTO STORM

EURO CHAMPIONS TROPHY GAMES

1st round - group games will be played on S2

1st round - group games will be played on S4

1st round - group games will be played on S7

Quarter finals - (over two legs) - on S8 & 10

Semi-finals (over one leg and neutral grounds) on S13

Final on neutral ground on S16

EURO CUP-WINNERS CUP GAMES

1st round - 1st legs will be played on S2

1st round - 2nd legs will be played on S4

2nd round - 1st legs will be played on S7

2nd round - 2nd legs will be played on S8

Semi-final - 1st legs will be played on S10

Semi-final - 2nd legs will be played on S13

Final on neutral ground on S16

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 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)

CHAMPIONS TROPHY

Bitteswell swarm all over surprise semi-finalists **Real Potato**. Inability though to get that crucial second goal made it tense right to the end but result wasn't in doubt. Can the Danish ion finally lift the trophy, could be so.

He will have to beat the cup-hardened **AC Mailan**. Runners-up last two years in the cup0winners cup. manager Meienburg will hope his team can go one better. Left it late to beat Katie **Upton** but deserved their win. Quiet a final in prospect

BITTESWELL

Woodgate 25

Att 49827

Pitch: Muddy

AC MAILAN

Van vrum 39

Telkatzir 83

Wind: Light

1 : 0 **REAL POTATO**

(H - 1.1)

Inj - Inkonfe (2)

Wind: Calm

2 : 1 **UPTON PARK FC**

(H - 0.7)

Brady 23

Att 62064

Pitch: Frozen

Manager MANSELL will be looking to lift the Cup-winners cup after his team **Eschtergom** went to **Grim** and came away with the only goal of the game. They made hard work of it against a team who really should never have got this far. But some silverware in view now perhaps.

Swans looked as if they ere going to take this one to extra time after LARSEN's spot-kick levelled the game, only for a very disputed 89th minute penalty decision allowed GERALDO MAHREZ to get the goal that put the **Reds** through to their first ever final. But it was close

GRIM LEMAREAL

Att 31214

Wind: Calm

NORWEGIAN REDS

Geraldo mahraz 88(p)

Att 60096

Pitch: Frozen

0 : 1 **ESCHTERGOM UTD**

(A - 0.5)

Chernev 1

Pitch: Muddy

1 : 1 **SWAN DISTRICTS**

(H - 0.5)

Laarson 55(p)

Wind: Calm



FORTHCOMING KA WEEKENDS

Spring 2025 Back To Norwich

Main house accomodation already booked for this

**Tommo McTomface and Richard Pickup are the first men in
Geraldo, Jens, Seamus, Craig, Gareth, Nigel, Rob, Chris Moore, Wadders, Neil
B & Adrian 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, Neil B, Adrian &
Colly all reckon that they will be coming along**

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

Bo, Rob, Tim & Dennis are first men in

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

**October 2026 will be in the lovely city of Sheffield. Pete Condon has promised
to make an appearance as, I am told, will Danny Smith and we wil all be able to
shame Danny into returning to the fold**

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

DATE FOR YOUR DIARY

**The social secretary Mr Cranners has arranged a Beermile
on Saturday March 22nd usual place usual clientele. Why
not come along and join the happy throng?**

MANAGER'S NEEDED

SHAKESPEARE league - METROPLE IF. Big challenge but some interesting old boys to sell on?

PREMIER league - WALSALL TOWN - decent side but in a tough division and will have to fight for it

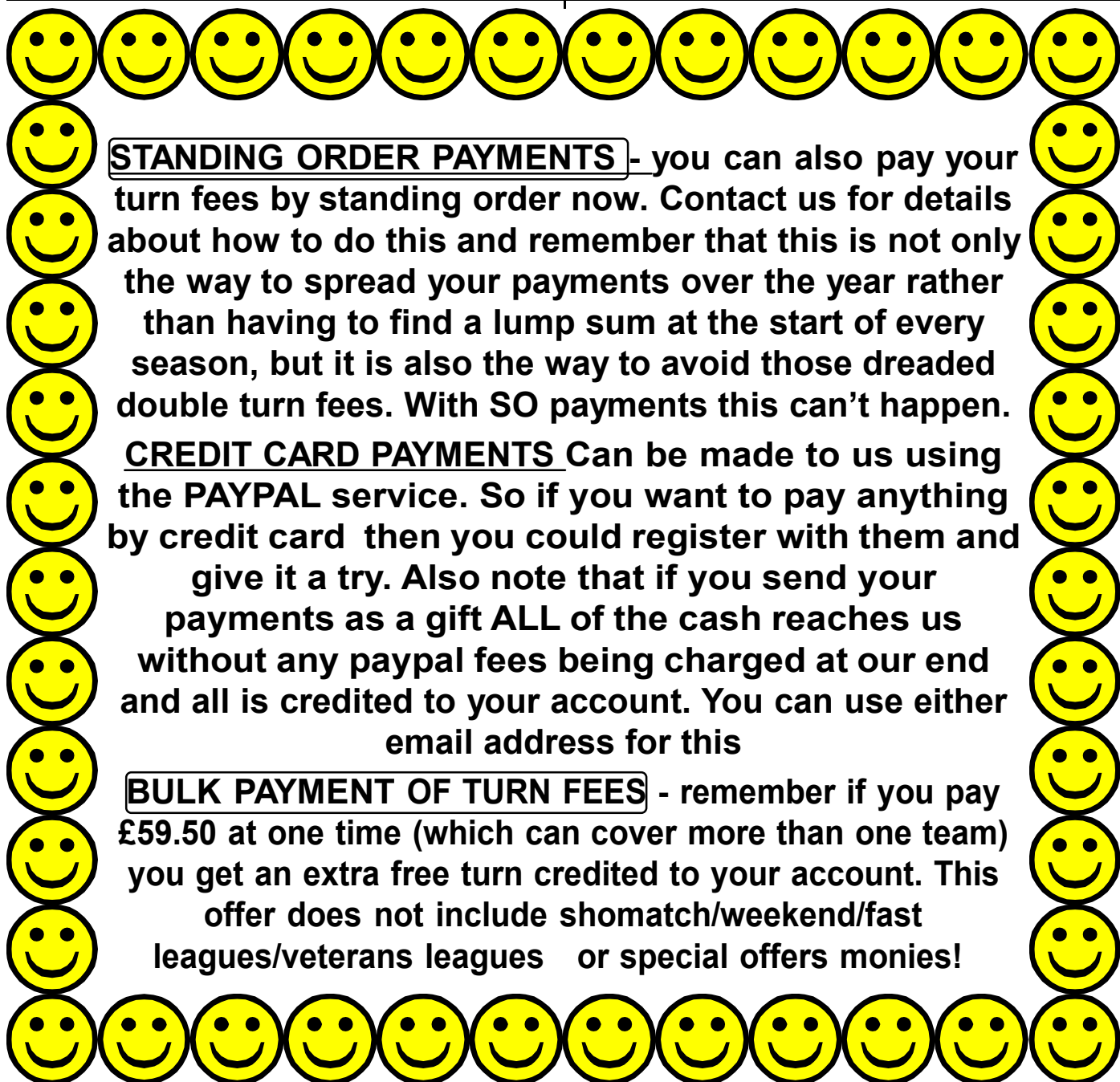
DISRAELI league - THE PUBLICANS - just promoted to division one. Won't win it but with a good manager at the helm it could be a good season to build on for the future

SPECIAL OFFER

Each of these teams has a credit balance from nil to 100, take them on and whatever the balance it is yours to play with

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

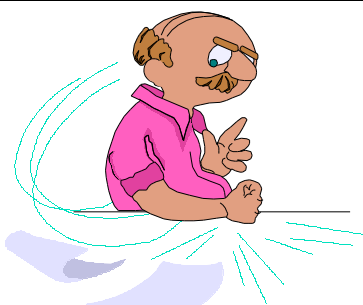




STANDING ORDER PAYMENTS - you can also pay your turn fees by standing order now. Contact us for details about how to do this and remember that this is not only the way to spread your payments over the year rather than having to find a lump sum at the start of every season, but it is also the way to avoid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

BULK PAYMENT OF TURN FEES - remember if you pay £59.50 at one time (which can cover more than one team) you get an extra free turn credited to your account. This offer does not include shomatch/weekend/fast leagues/veterans leagues or special offers monies!



MARKING

From now onwards if you use last season's marking 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 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 newsletters, etc.

The latest version now available at

<http://dodge.me.uk/markinfo.exe>

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

[FACEBOOK - kickabout online](#)

[and Twitter](#)

[Online Kickabout](#)

THE KICKABOUT COMMUNITY

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

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

THE MUSINGS AND MEANDERINGS OF THE KA MIND

It has been said before but many seem to have forgotten this. The rulebook is incorrect. Weather effects. etc are added BEFORE any MF/G additions. Bear this in mind chappies

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+

Creative and BallWinner - How it Works

Despite countless explanations to folks, numerous written responses and an addenda to the rulebook it appears that some managers still have little clue how the Ball Winner and Creative statistics affect the game as a whole.

They have opted to ignore these rather than try to grasp WHY they have been introduced and when their team loses 1-0 and the newsletter reports how superbly creative their opponents were, those same managers start moaning about their ill fortune. Only recently one manager on the newsserver said that the main thing he didn't like in the game was the ridiculous 1-0 defeats his teams suffered, suggesting that such "freak" results were a far too common occurrence. It never really hit him that he was losing these matches for a reason. Anyway it seems as good a time as any to try and go through this game mechanic once more, just so the next time people say "how does this work" we can point them to yet another part of the newsletter that they decided wasn't worth reading.

The Ball Winner and Creative statistic were added to the game for a good reason - they differentiate between players of the same basic type in a manner that was previously untouched. Look at real players for instance. There can be no doubt that Paul Ince and David Batty are very similar types of players. Let us assume, for sake of argument, that both can be called level 11 MF/D's and, again for the sake of argument, both are power players.

Now in Kickabout that would be that. There was previously no way of trying to simulate the fact that Ince was the kind of player that could break from midfield with powerful runs and get into the box while Batty was more likely to play just in front of the back four. The Ball Winner and Creative stats were introduced to make that difference.

A player who is a good Ball Winner is one that will be in there where the tackles are flying and will, basically, have an edge when it comes to breaking up the moves of the opposition. He will have the better chance of coming away with the ball from a 50-50 challenge than normal. His ability to put his foot in will make the difference between someone getting in a shot and having it blocked. Ball Winners are designed in a defensive frame of mind.

Creative players are just the opposite and, as you would expect, it is they that have the ability to turn a loose ball into a scoring chance. They thrive on the more skilful type of play, getting the ball on the floor and playing it to feet. They may not be the greatest of tacklers but they will be able to provide that extra touch that puts a striker through on goal.

Every player in Kickabout, with the exception of Goalkeepers, have two figures recorded against them to show their abilities in both these basic areas. Often these two figures will add up to a 100, and in this way they can be looked upon as percentages. The first of the two figures is the player's ball winning ability while the latter is their creative skill. So if a statistic reads "65/35" it becomes immediately apparent that the player is far more suited to a physical, tackling game than he is likely to be putting in killer passes. These figures may sometimes not add up to a hundred, or may total to a good deal more. One player in an early auction had figures of "65/65" which are more formidable, a sort of Giggs type character who has no problem in tracking back and winning the ball when required. Whatever the case may be, these two numbers DO have a fair importance in the game now and they should be taken note of by EVERY manager.

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 affects 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 is 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 one, 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 affective. 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



HATS OFF TO BALLY!