

RESULTS ROUND-UP

TEMPERATURE: Warm

Week Forty

DIVISION 1

INTER EAST HAM Alzapedi 50 Wind: Calm	1 : 0	PIEDRA DE ORO Att 60372* Pitch: Good	(H - 1.5)
KASHIMA PIRATES Weo ping 21 Robit 22 Pitch: Wet	2 : 0	UPTON PARK FC Att 59671 Wind: Calm	(H - 1.1)
GLOBAL TITANS Monty don 1 Meriopul 18 Johnson 82 Pitch: Good	3 : 1	SHADY VALE Madsen 84 Att 32141 Wind: Calm	(H - 0.7)
PCATS AVENGERS Fredriksson 27 Wind: Calm	1 : 0	SUNNY PARK Att 41099 Pitch: Muddy	(H - 0.7)
PSV TINSLEY Att 29084 Pitch: Good	0 : 0	WATCHMEN Wind: Calm	(H - 0.3)
STARK REALITY Haggis 69 bkd - Eddard (32) Pitch: Hard	1 : 0	GAMLA STAN Att 22050* Wind: Calm *Derby Game*	(H - 2.1)

The top pair roar onwards towards the last two sessions. What a finale it will be. The **titans** though have a tough tough finish to the seosn. Home and away ties with **Upton Park** and the big un against **Inter**. If Master Ashcroft does lift the title I think he will have really earned it, especially As Park will be rally going for it I feel as they are under real pressure in third spot.

At the bottom wins for **Stark Reality & PCATS** probably means Mr Tommo and hid lads are safe for another seosn while for Danny boy it is still in the balance. A poor, poor seosn for his club and time to re-assess for next time I think. One more victory might just send **Watchmen** down for sure

DIVISION 2

MARRAKESH Att 28969 Wind: Calm	0 : 1	ANTRIM FC Armsdtrong 17 Pitch: Hard	(H - 0.5)
ATLETICO KAZIAN Pique 3	2 : 1	FREEDOM CITY O'dearie 71	(H - 0.9)

Kazza 22 Wind: Calm	Att 41759 Pitch: Good	0 : 0	NAGASAKI NINJAS Wind: Calm	(A - 0.5)
LEGIA LERMMER Att 35498 Pitch: Good	0 : 0	COATBRIG CELTS Wind: Calm		(H - 1.1)
LOS ABRIGOS Att 38441 Pitch: Muddy	0 : 2	THE POLISHERS Boyle 41 Caernarfon 57		(A - 0.5)
FFH ALLSTARS Att 25745 Wind: Light Pitch: Good	0 : 0	LISBON STAGS Wind: Calm		(H - 0.5)
CLIFFVALE UTD Att 32023 Pitch: Good				

Top pair roaring away like trains out of control. Question is are they planning for their entry into the top flight or will their express trains hit the buffers so to speak next season?

One spot up for grabs. Neither **Marrakesh** or **Los Abrigos** pulled up any sticks this session so **Antrim** move back into contention and a chance for the former champs to get back to glory days? Three points cover these three sides and **Los** have to go to **Antrim** still. All to play for here.

At the bottom I can bet my house on whose is going down as the bottom three are doomed.

DIVISION 3

ORLANDO BHOYS I hop 16(p) Miami 86 Att 19893 Pitch: Good	2 : 0	FC UNITED bkd - Hovland (1)/ Cruise (4) Wind: Calm *Derby Game*		(H - 0.5)
AVANTA HOPE Att 20370 Wind: Light	0 : 1	SWINTON MARINE Boolaat 19 Pitch: Wet		(A - 0.3)
NEWARK LEGENDS Att 18995 Pitch: Good	0 : 0	WESTERN HEROES Wind: Calm		(A - 0.5)
BLACKADDER FC Att 36952 Pitch: Wet	0 : 0	DYNAMO LAMBETH Wind: Calm		(H - 0.1)
LUGG VALE FC Att 21269 Wind: Calm Pitch: Wet	0 : 6	BROADSTAIRS UTD Malmilian 5,85 Fronasson 34(og) Kikos 61 Darling 79 Joni 83		(A - 2.9)
SWEETTOOTH FC Att 18376 Wind: Light Pitch: Good	0 : 2	WALSALL HEATH Pilsudski 38 Best 57 bkd - Issac (80)		(A - 0.7)

A narrow 1-0 away win at **Avanta Hope** probably means leaders **Swinton Marine** are going to be third division champs this season I feel. **Dynamo Lambeth** are also now assured of promotion while the third promotion spot is still very much up for grabs. What a tight race it is Seven teams with in four points of each with three games left to play . The three teams in 3rd to 56th places before today's round of matches all bottled it and allowed six-hitters **Broadstairs Utd** a team defo in form , to continues their rise up the table and leapfrog them into third spot. However, all to play for and Oren's boys have some tough games left.

Week Forty-one

THE MOORE CUP

Semi-final replay

KASHIMA PIRATES	1 : 1	INTER EAST HAM	(A - 0.1)
Moa 114		Drexler 103	[AET]
bkd - Soren (1)/		bkd - Mamysk (118)	
Kasumi (114)		Att 60000	
off - Weo ping (93)		Wind: Calm	
Pitch: Wet		*Derby Game*	

What a battle this replay turned out to be Missing long term injury midfielder **PIKUI Inter** might have thought they were going to win it when **Kashima** striker WEO PING had a rush of blood to the head and was sent off three minutes into extra time. What had been a close game could well have swung in the direction of the Inter boys especially when they took the lead with seven minutes of extra time to go. But urged on by the volatile Irish manger that is Seamus the Pirates raised their game and grabbed an equaliser to force the draw.

Always a lottery they then proceeded to win a long penalty shootout to go through to the final

KASHIMA PIRATES WIN PENALTY SHOOTOUT 8 - 7

THE MOORE TROPHY

Quarter-finals

NAGASAKI NINJAS	4 : 2	ANTRIM FC	(H - 0.7)
Peace 10		Lebanon 17(og)	
Syria 10		Armsdtrong 50	
Banel nicolita 50		bkd - King (86)	
Dutch 73		Att 41044	
off - George (79)		Wind: Calm	

Pitch: Good	*Derby Game*		
LISBON STAGS	2 : 3	SWINTON MARINE	(H - 0.5)
Hurley 91		Darling 113	[AET]
(a)jerome 93		J.v.jensen 115	
Att 28673		Taxe vader 115	
Wind: Calm		Pitch: Good	
BROADSTAIRS UTD	1 : 0	CLIFFVALE UTD	(H - 0.1)
Lottie 102		Att 27950	[AET]
Wind: Light		Pitch: Good	
NEWARK LEGENDS	0 : 1	FREEDOM CITY	(A - 0.3)
Att 20813		Makheil-schmidt 3	
Wind: Light		Pitch: Good	

Week Forty-two

THE MOORE LEAGUE CUP

FINAL

INTER EAST HAM	1 : 1	UPTON PARK FC	(H - 0.7)
Van der suerur 32		Qix 89	
Att 62012		Wind: Light	
Pitch: Muddy			

MOORE FRIENDLIES

Not a great KO week for **Inter** as they dominate against rivals **Upton Park** but just when it seemed they were going to be lifting the trophy, Park grabbed a late late winner courtesy of wing back QIX. So to a replay. Inter defo the better alround side but Park have so much skill they can never be counted out of the picture

GLOBAL TITANS	2 : 1	KASHIMA PIRATES	(H - 2.3)
GAMLA STAN	6 : 1	LUGG VALE FC	(H - 1.7)
SHADY VALE	1 : 1	ATLETICO KAZIAN	(A - 0.7)
AVANTA HOPE	1 : 3	SWEETTOOTH FC	(A - 1.9)
BROADSTAIRS UTD	0 : 4	TELFORD UTD(NL)	(A - 1.3)
LOS ABRIGOS	8 : 5	BLACKADDER FC	(H - 3.1)
FC UNITED	2 : 1	ENFIELD(NL)	(A - 0.1)
WOKING(NL)	1 : 0	NAGASAKI NINJAS	(A - 0.3)
CARSHALTON(NL)	3 : 6	LISBON STAGS	(A - 1.7)
MARRAKESH	3 : 5	THE POLISHERS	(A - 0.5)
WESTERN HEROES	1 : 2	SOUTHPORT(NL)	(A - 1.9)
ALFRETON TOWN(NL)	5 : 1	STARK REALITY	(H - 0.9)
WALSALL HEATH	4 : 2	HEDNESFORD (NL)	(H - 0.9)
SUTTON UTD(NL)	2 : 3	UPTON PARK FC	(H - 0.3)
PCATS AVENGERS	2 : 0	WEYMOUTH(NL)	(H - 1)
PIEDRA DE ORO	5 : 2	MARGATE(NL)	(H - 1.1)
STEVENAGE(NL)	3 : 5	SUNNY PARK	(A - 2.3)
RUNCORN(NL)	3 : 5	SWINTON MARINE	(H - 0.9)
WATCHMEN	5 : 3	HASTINGS UTD(NL)	(H - 1.1)
		bkd - Mohammed (42)	
NORTHWICH(NL)	0 : 4	PSV TINSLEY	(A - 0.3)
FFH ALLSTARS	3 : 3	LEGIA LERMMER	(A - 0.9)
Inj - Sadler (6)		bkd - Defensor (26)	
WELLING(NL)	1 : 3	COATBRIG CELTS	(A - 0.7)
bkd - Ingles (71)			
off - Vales (83)			

WEATHER FORECAST

Temperature next session: Warm

Predicted wind speed next session: Calm

LUGG PULL THE VEIL OVER THE SEASON

MOORE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 GLOBAL TITANS	19	12	6	1	32	7	25	42
2 INTER EAST HAM	19	13	2	4	30	12	18	41
3 UPTON PARK FC	19	9	6	4	29	20	9	33
4 KASHIMA PIRATES	19	9	6	4	20	11	9	33
5 PIEDRA DE ORO	19	9	6	4	15	7	8	33
6 SHADY VALE	19	8	5	6	17	16	1	29
7 PSV TINSLEY	19	4	10	5	11	9	2	22
8 STARK REALITY	19	5	6	8	15	19	-4	21
9 PCATS AVENGERS	19	4	7	8	11	19	-8	19
10 WATCHMEN	19	3	7	9	9	23	-14	16
11 SUNNY PARK	19	2	5	12	3	17	-14	11
12 GAMLA STAN	19	1	4	14	4	36	-32	7

MOORE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 THE POLISHERS	19	17	1	1	51	9	42	52
2 ATLETICO KAZIAN	19	15	1	3	53	9	44	46
3 LOS ABRIGOS	19	8	7	4	22	10	12	31
4 MARRAKESH	19	8	5	6	22	19	3	29
5 ANTRIM FC	19	8	4	7	15	15	0	28
6 LISBON STAGS	19	4	12	3	7	10	-3	24
7 CLIFFVALE UTD	19	4	9	6	7	13	-6	21
8 FREEDOM CITY	19	4	8	7	14	14	0	20
9 COATBRIG CELTS	19	5	5	9	7	25	-18	20
10 LEGIA LERMMER	19	3	5	11	5	26	-21	14
11 NAGASAKI NINJAS	19	1	9	9	2	28	-26	12
12 FFH ALLSTARS	19	1	6	12	7	34	-27	9

MOORE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 SWINTON MARINE	19	13	2	4	34	23	11	41
2 DYNAMO LAMBETH	19	10	6	3	33	10	23	36
3 BROADSTAIRS UTD	19	7	6	6	29	19	10	27
4 FC UNITED	19	7	5	7	26	16	10	26
5 WESTERN HEROES	19	6	8	5	16	16	0	26
6 WALSALL HEATH	19	5	10	4	17	9	8	25
7 AVANTA HOPE	19	6	7	6	17	14	3	25
8 NEWARK LEGENDS	19	4	13	2	10	8	2	25
9 ORLANDO BHOYS	19	5	8	6	18	14	4	23
10 SWEETTOOTH FC	19	4	9	6	17	20	-3	21
11 BLACKADDER FC	19	4	8	7	6	17	-11	20
12 LUGG VALE FC	19	0	4	15	4	61	-57	4

THE MOORE TROPHY

Semi-finals

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

Nagasaki Ninjas v Freedom City
Broadstairs Utd v Swinton Marine

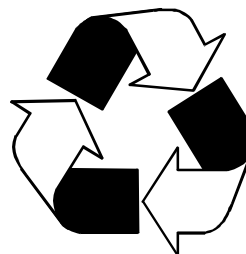
Two tasty ties here

MANAGER OF THE MONTH

Division One goes to manager McCruder of **Kashima Pirates**, going for third place and the cup final

Division Two goes to manager Lawton of **The Polishers**, great league season

Division Three goes to manager Stevens of **Swinton Marine** champs and aiming for a Trophy success



STATISTICS & RECORDS PAGE

LEADING SCORERS

DIVISION 1

1	SAVOIS	INTER EAST HAM	19
2	LEON NUIT	UPTON PARK FC	12
3	GERALDO MAHREZ	GLOBAL TITANS	11
4	MONTY DON	GLOBAL TITANS	11
5	JOHNSON	GLOBAL TITANS	11
6	ABRAMOV	KASHIMA PIRATES	11
7	QIX	UPTON PARK FC	10
8	MOA	KASHIMA PIRATES	9

DIVISION 2

1	KAZZA	ATLETICO KAZIAN	17
2	CAERNARFON	THE POLISHERS	15
3	JAE-JIN	ATLETICO KAZIAN	14
4	BENZEEMAA	THE POLISHERS	13
5	BOYLE	THE POLISHERS	10
6	FATWA	MARRAKESH	8
7	MASON	CLIFFVALE UTD	6
8	YOJIMBO	LOS ABRIGOS	6

DIVISION 3

1	CRUISE	FC UNITED	11
2	BLANC	BROADSTAIRS UTD	10
3	LEMURCI	DYNAMO LAMBETH	9
4	CLINTON	SWINTON MARINE	9
5	J.V.JENSEN	SWINTON MARINE	9
6	BEST	WALSALL HEATH	8
7	BREGA	WESTERN HEROES	8
8	ESKY CANUCK	SWEETTOOTH FC	7

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- WEO PING [1] (KASHIMA PIRATES) / GEORGE [1] (NAGASAKI NINJAS) /

Since a Home Defeat

Upton Park Fc	21 games
The Polishers	17 games
Newark Legends	15 games
Piedra De Oro	11 games
Fc United	9 games
Global Titans	8 games
Psv Tinsley	8 games

MANAGERIAL RATINGS - DPS

TOP

SHADY VALE - 0

GLOBAL TITANS - 0

MARRAKESH - 0

BOTTOM

LEGIA LERMMER - 99

FREEDOM CITY - 102

STARK REALITY - 105

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

ATLETICO KAZIAN - 0

INTER EAST HAM - 3

PCATS AVENGERS - 6

BOTTOM

FFH ALLSTARS - 99

LEGIA LERMMER - 102

LUGG VALE FC - 105

MANAGERIAL RATINGS - SQUAD AGE

TOP

THE POLISHERS - 0

LOS ABRIGOS - 3

AVANTA HOPE - 6

BOTTOM

FREEDOM CITY - 99

SWEETTOOTH FC - 102

COATBRIG CELTS - 105

Since a Home Defeat

Upton Park Fc	21 games
The Polishers	17 games
Newark Legends	15 games
Piedra De Oro	11 games
Fc United	9 games
Global Titans	8 games
Psv Tinsley	8 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)	CARAMAC	GK	18-2		SWEETTOOTH FC
2)	(B)ANTWERP	DF	24-13	P	ORLANDO BHOYS
3)	FAILURE KOMPANYDF	31-12	P		DYNAMO LAMBETH
4)	LA FONTAINE	DF/A	21-12	S	GAMLA STAN
5)	VAN HECKE	DF	18-12	P/S	PIEDRA DE ORO
6)	VAN MOER	MF/G	23-12	S	SHADY VALE
7)	FIL	MF/D	18-12	S	BROADSTAIRS UTD
8)	GOREG	MF	21-12	P	PSV TINSLEY
9)	VAN DER HAYDENMF	18-11	S		SHADY VALE
10)	HAZARD	FWT	21-12	P/S	UPTON PARK FC
11)	LUKAKU	FW	23-12	P/S	BLACKADDER FC
12)	CHURROS	FW	18-12	S	GLOBAL TITANS
13)	HAZARD	UT	21-7	P/S	ATLETICO KAZIAN

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 & Danny 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, 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?

MANAGERS NEEDED

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

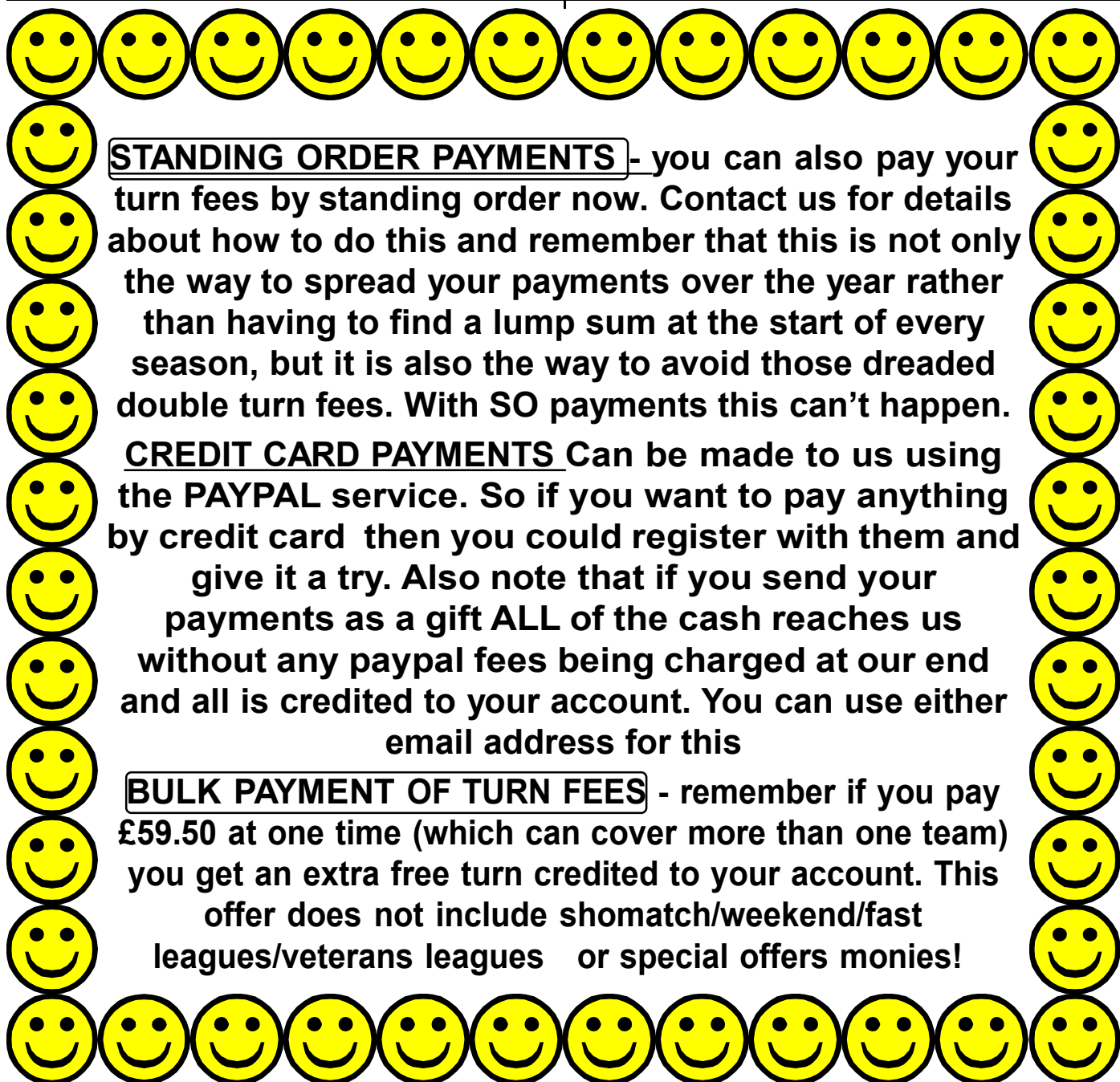
DISRAELI league - THE PUBLICANS - just promoted to division one. Won't win it but with a good manager at the helm it could be a good season to build on for the future

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
URNS ARE ONLY SENT TO TEAMPICK/
SHOMATCH SUBSCRIBERS

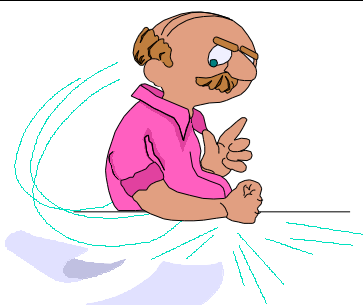




STANDING ORDER PAYMENTS - you can also pay your turn fees by standing order now. Contact us for details about how to do this and remember that this is not only the way to spread your payments over the year rather than having to find a lump sum at the start of every season, but it is also the way to avoid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

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the man
And he looks
surprised

