

RESULTS ROUND-UP

TEMPERATURE: Hot

Week Forty

DIVISION 1

FC FIRM Sobi 33,84 Wind: Calm	2 : 0 SANTIAGO SIRENS (H - 0.7) Att 65000* Pitch: Hard
LEMMINGS FC bkd - Nkosi (33)/ Benzema (84) Wind: Calm *Derby Game*	0 : 0 SV BOTTROP (-) bkd - Sammer (35) Att 33136 Pitch: Hard
LEEDS RHINOS Att 58962 Wind: Calm Pitch: Hard	0 : 1 AC MAILAN (A - 0.9) Telkatzir 84 bkd - Mpenza (15)
STARBUG ESME Scoreavic 47 Att 54194 Wind: Calm Pitch: Hard	1 : 3 SWAN DISTRICTS (A - 0.7) Paris 18 Kim wan kon 23 Shadwell 86
REAL POTATO Att 22291* Wind: Calm	0 : 1 THE WARRIORS (A - 0.7) A.pilot 24(og) Pitch: Good
REALE GLIMMER Klotzen 58 Wind: Calm	1 : 0 ORDSALL ROVERS (H - 0.1) Att 31438 Pitch: Hard

No change at the top though **AC** left it late to get the winner at the **Rhinos** who appear to be plunging towards relegation despite the strength of their squad. **The Warriors** lead the race for third place monies, but **Bottrup** continue to make a race of it despite dropping points against the **Lemmings** this time.

At the bottom a rare win for **Glimmer** against **Ordsall** looks as if it has condemned Ordsall to relegation. Raises the Glimmers hopes of escape but they have it all to do.

DIVISION 2

FC VAN OUTEN Att 40945 Wind: Light	0 : 1 PORT GLASGOW (A - 0.3) Bakker 60 Pitch: Hard
CLIFTON STARS Bruges 9 Quimet 70,77 Wind: Calm	3 : 1 STREAMWOOD TOWN (H - 0.9) Lockport 16 Att 28646 Pitch: Hard
ENDOR EAGLES Burkavic 6,23 Pantani 11,81 Maple 17	10 : 0 ANTARCTICA FC (H - 5.9) Att 26889 Wind: Calm Pitch: Hard

Dantooine 26
Setitupavic 33,34
La belle 40
Genk 78

MILPITAS GALAXY

Seebom 5
Att 27549
Pitch: Hard

CHANCELLOR

Esky canuck 16
Petado 65
Jurassic 78
Wang lee 80

PARISIAN FOXES

Anglaze 75
Att 60754
Wind: Calm
Pitch: Good

1 : 1 NEWARK ALBION (A - 0.7)

Amarone 9
Wind: Calm

4 : 0 RED STAR LOFTUS (H - 1.1)

bkd - Weyoun (55)
Att 32506
Wind: Calm
Pitch: Good

1 : 4 FIORENTINA (A - 0.7)

Haaland 35
Soderlund 81
Johnson 82
Overli 82

Top two just about safe now as the two teams behind them both lose **Foxes & Van Outen** locked together on 35 points clash next week at the Big Pink. Last home game for the Foxes and they have to make a win of it I think.

In the relegation zone all three teams lose this week. Crucial though was **Chancellors thrashing of Red Star** which lifts them five points clear of the zone and probably safe now

DIVISION 3

UBERWALD Att 22888* Wind: Light	0 : 1 EAST JERUSALEM (A - 1.9) Hagi 7 Pitch: Hard
HOGWARTS SCHOOL Att 28494* Wind: Calm	0 : 1 EUSTON PHEONIX (A - 0.9) Forpus 55 Pitch: Hard
QUINTON UTD Highgate 2 Att 21084 Wind: Calm	1 : 0 FC PETERS HILL (H - 1.5) off - Bell (84)/ Ball (37) Pitch: Hard
ARUWA REDS Att 18088 Wind: Calm Pitch: Hard	0 : 2 TRAVELLERS UTD (A - 0.7) Fenchurch 48 Egyptus 56
NEW JERSEY FC Att 28423 Wind: Calm	0 : 0 OAKLEY RANGERS (H - 1.5) off - Sherwood (40) Pitch: Hard
CAMDEN TOWN Att 32182 Pitch: Good	0 : 0 CANTICLES (A - 0.1) Wind: Calm



Camden continue to slide down the table but with none of the chasers able to manage a win they and the other two in the promotion race now begin to look safe. Five points with three to play is a pretty big cushion as none of the three teams below them managed to do better than a draw.

Week Forty-one

THE VULCANO TROPHY

Quarter-finals

ENDOR EAGLES Pantani 68 Wind: Calm	1 : 0	EAST JERUSALEM Att 31814 Pitch: Hard	(H - 0.5)
CHANCELLOR Esky canuck 10 Att 31531 Wind: Calm	1 : 2	MILPITAS GALAXY Rushfeldt 28 Morgen 55 Pitch: Good	(H - 0.7)
FC PETERS HILL Att 28917 Wind: Calm	0 : 1	CLIFTON STARS Baaadiff 48 Pitch: Good	(A - 0.9)
RED STAR LOFTUS Fab-xavi 65 Att 30197 Pitch: Hard	1 : 0	HOGWARTS SCHOOL Inj - Smillie (1) Wind: Calm	(H - 0.3)

Week Forty-two

THE VULCANO LEAGUE CUP

FINAL

THE WARRIORS Jakobsen 1 Wind: Calm	1 : 0	FIORENTINA Att 63264 Pitch: Good	(H - 0.3)
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It is nine seasons now since the once-mighty **Warriors** lifted the League Cup but finally they do it to warm the hearts of the Jensen clan. Not much in it for sure, and the effective marking of the first division side just about settled it though the always creative play of **Fiorentina** always kept them in the game and made them a threat

VULCANO FRIENDLIES

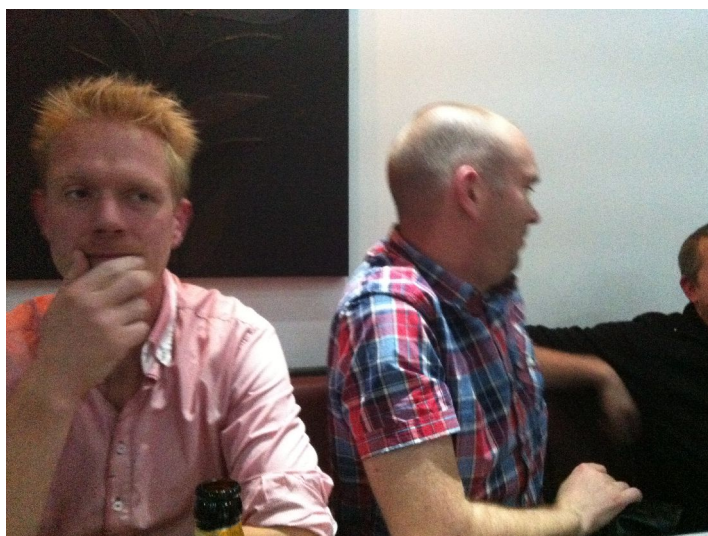
TELFORD UTD(NL)	1 : 0	LEMMINGS FC	(H - 1.3)
HOGWARTS SCHOOL	2 : 5	CANTICLES	(A - 0.5)
EAST JERUSALEM	0 : 0	ENFIELD(NL)	(H - 0.5)
SANTIAGO SIRENS	3 : 0	ANTARCTICA FC	(H - 1.9)
CAMDEN TOWN	1 : 7	REAL POTATO	(A - 2)
FC VAN OUTEN	6 : 1	FC FIRM	(H - 1.9)
off - Stuyvesant (31)			
SWAN DISTRICTS	0 : 3	CLIFTON STARS	(H - 0.1)
FC PETERS HILL	2 : 1	WOKING(NL)	(H - 1.1)
LEEDS RHINOS	2 : 1	ENDOR EAGLES	(A - 0.7)
CARSHALTON(NL)	2 : 2	PARISIAN FOXES	(A - 1.5)
OAKLEY RANGERS	3 : 0	SOUTHPORT(NL)	(H - 0.5)
PORT GLASGOW	3 : 0	ALFRETON TOWN(NL)	(H - 2.5)
HEDNESFORD (NL)	2 : 1	REALE GLIMMER	(A - 0.7)
UBERWALD	4 : 4	STARBUG ESME	(A - 0.3)
TRAVELLERS UTD	0 : 2	SUTTON UTD(NL)	(A - 1.9)
THE WARRIORS	2 : 1	WEYMOUTH(NL)	(A - 3.3)
off - Moreaux (26)			
MARGATE(NL)	2 : 1	EUSTON PHEONIX	(A - 0.7)
ARUWA REDS	2 : 2	QUINTON UTD	(A - 1.1)
bkd - Gamagori (66)			
bkd - Watkins (1)			
Inj - Watkins (9)/			
Palmer (2)			

WEATHER FORECAST

Temperature next session: Cold

Predicted wind speed next session: Brisk

EAGLES RUN RIOT



JENS FEELS HE IS NOT
GETTING TRUE
RESPECT FROM
MORTEN FOR THE
CUP WIN?

VULCANO LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 AC MAILAN	19	16	2	1	46	9	37	50
2 FC FIRM	19	16	1	2	70	10	60	49
3 THE WARRIORS	19	11	3	5	19	14	5	36
4 SV BOTTROP	19	10	3	6	28	17	11	33
5 SWAN DISTRICTS	19	9	5	5	26	23	3	32
6 LEMMINGS FC	19	8	4	7	25	28	-3	28
7 SANTIAGO SIRENS	19	7	3	9	18	38	-20	24
8 REAL POTATO	19	6	4	9	24	28	-4	22
9 LEEDS RHINOS	19	4	3	12	9	21	-12	15
10 STARBUG ESME	19	3	4	12	8	25	-17	13
11 REALE GLIMMER	19	2	5	12	16	37	-21	11
12 ORDSALL ROVERS	19	3	1	15	17	56	-39	10

VULCANO LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 PORT GLASGOW	19	14	3	2	50	8	42	45
2 FIORENTINA	19	13	6	0	46	7	39	45
3 PARISIAN FOXES	19	11	3	5	55	29	26	36
4 FC VAN OUTEN	19	10	5	4	40	16	24	35
5 MILPITAS GALAXY	19	8	6	5	38	25	13	30
6 NEWARK ALBION	19	8	5	6	28	23	5	29
7 CLIFTON STARS	19	6	4	9	32	22	10	22
8 ENDOR EAGLES	19	6	4	9	32	22	10	22
9 CHANCELLOR	19	5	7	7	20	21	-1	22
10 STREAMWOOD TOWN	19	4	5	10	22	35	-13	17
11 RED STAR LOFTUS	19	2	5	12	21	42	-21	11
12 ANTARCTICA FC	19	0	1	18	4	138	-134	1

VULCANO LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	Dif	Pts
1 EAST JERUSALEM	19	16	1	2	48	10	38	49
2 EUSTON PHEONIX	19	11	6	2	34	9	25	39
3 CAMDEN TOWN	19	11	5	3	39	10	29	38
4 NEW JERSEY FC	19	9	6	4	28	9	19	33
5 CANTICLES	19	7	7	5	12	10	2	28
6 HOGWARTS SCHOOL	19	7	4	8	9	17	-8	25
7 TRAVELLERS UTD	19	7	4	8	16	38	-22	25
8 FC PETERS HILL	19	5	6	8	6	19	-13	21
9 QUINTON UTD	19	4	4	11	8	21	-13	16
10 UBERWALD	19	1	10	8	4	18	-14	13
11 ARUWA REDS	19	1	10	8	3	23	-20	13
12 OAKLEY RANGERS	19	1	5	13	2	25	-23	8

THE VULCANO TROPHY

Semi-finals

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

Clifton Stars v Red Star Loftus

Milpitas Galaxy v Endor Eagles

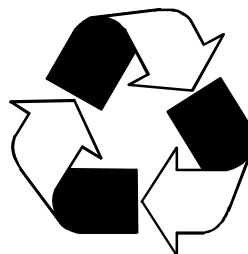
Interesting, not a third division side in sight

MANAGER OF THE MONTH

Division One goes to manager JENSEN x 2 of **The Warriors**, League Cup winners

Division Two goes to manager READ of **Endor Eagles**, safe from the drop and into Trophy semi-finals

Division Three goes to manager McAULAY of **Euston Phoenix** looks like promotion is now theirs



STATISTICS & RECORDS PAGE

LEADING SCORERS

DIVISION 1

1	SOBI	FC FIRM	42
2	TELKATZIR	AC MAILAN	24
3	WEAH	FC FIRM	16
4	MPENZA	AC MAILAN	15
5	NIMBUS	FC FIRM	15
6	CRIC	SANTIAGO SIRENS	14
7	CANNIE	REAL POTATO	13
8	NKOSI	LEMMINGS FC	11

DIVISION 2

1	SODERLUND	FIorentina	24
2	HAALAND	FIorentina	17
3	BRUBAKER	PORT GLASGOW	17
4	LOUIS VITTON	PARISIAN FOXES	13
5	QUIMET	CLIFTON STARS	12
6	ANDERSON	PORT GLASGOW	12
7	ACCUA	RED STAR LOFTUS	11
8	STOICHOV	PARISIAN FOXES	10

DIVISION 3

1	CINZENTO	EAST JERUSALEM	13
2	GERHARD	EAST JERUSALEM	12
3	(T)RAUL	EUSTON PHEONIX	11
4	EBONGUE	EUSTON PHEONIX	11
5	MEE	CAMDEN TOWN	9
6	HAGI	EAST JERUSALEM	9
7	MALDINI	EUSTON PHEONIX	8
8	GARCHA	EUSTON PHEONIX	8

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- MOREAUX [3] (THE WARRIORS) / STUYVESANT [1] (FC VAN OUTEN) / SHERWOOD [1] (OAKLEY RANGERS) / BALL [LIFE] (FC PETERS HILL) / BELL [LIFE] (FC PETERS HILL) /

FC PETERS reputation stained for sure, hard men of the league

Consec. Away Wins

Fc Firm	3 games
Ac Mailan	3 games
Port Glasgow	3 games

MANAGERIAL RATINGS - DPS

TOP

SWAN DISTRICTS - 0

FIorentina - 0

UBERWALD - 0

BOTTOM

REAL POTATO - 99

QUINTON UTD - 102

FC PETERS HILL - 105

MANAGERIAL RATINGS - LEVELS PER PLAYER

TOP

FIorentina - 0

FC FIRM - 3

PORT GLASGOW - 6

BOTTOM

RED STAR LOFTUS - 99

TRAVELLERS UTD - 102

ANTARCTICA FC - 105

MANAGERIAL RATINGS - SQUAD AGE

TOP

ANTARCTICA FC - 0

ARUWA REDS - 3

CANTICLES - 6

BOTTOM

FIorentina - 99

LEEDS RHINOS - 102

PARISIAN FOXES - 105

Since An Away Win

Ordsall Rovers	15 games
Reale Glimmer	13 games
Antarctica Fc	11 games
Leeds Rhinos	8 games
Uberwald	8 games
Travellers Utd	7 games
Clifton Stars	5 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

POLAND INTERNATIONAL SQUAD

1)	TOBIASZ	GK	18-12		CANTICLES
2)	KASINSKI	GK	28-7		ANTARCTICA FC
3)	GRUKEN	SW	23-13	P/S	FIorentina
4)	DOBRY PIWO	SW	22-11	P/S	LEEDS RHINOS
5)	CZEZOWSKA	DF	18-10	P	UBERWALD
6)	WISNIEWS	DF/A	18-4	P	THE WARRIORS
7)	WISNIEWS	DF	18-2	P	ARUWA REDS
8)	PODLASKI	MF/G	18-12	S	SANTIAGO SIRENS
9)	CHESINKA	MF	18-11	P/S	ARUWA REDS
10)	CHESINKA	MF	18-10	S	QUINTON UTD
11)	CHESINKA	MF	18-6	S	REALE GLIMMER
12)	CHESINKA	MF	18-2	S	UBERWALD
13)	BARTOSZ	FW	18-8	P	HOGWARTS SCHOOL
14)	ZUBIANSLI	UT	32-13	S	QUINTON UTD

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

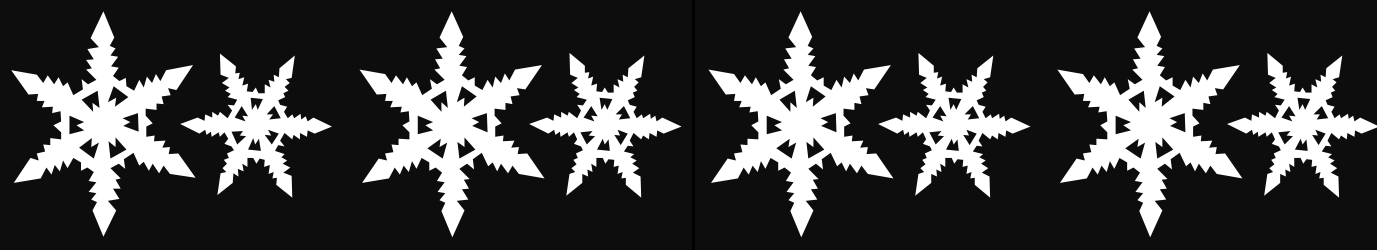
Pitch: Muddy

1 : 1 **SWAN DISTRICTS**

(H - 0.5)

Laarson 55(p)

Wind: Calm



Spring 2025 Back To Norwich

Main house accomodation already booked for this

Tommo McTomface, Richard Pickup, Paul Butler, Wadders & Ian Cranfield are
NOW FULL
 Geraldo, Jens, Seamus, Mike, Keith, Nigel, Chris Moore, 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 & Seamus 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?

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?

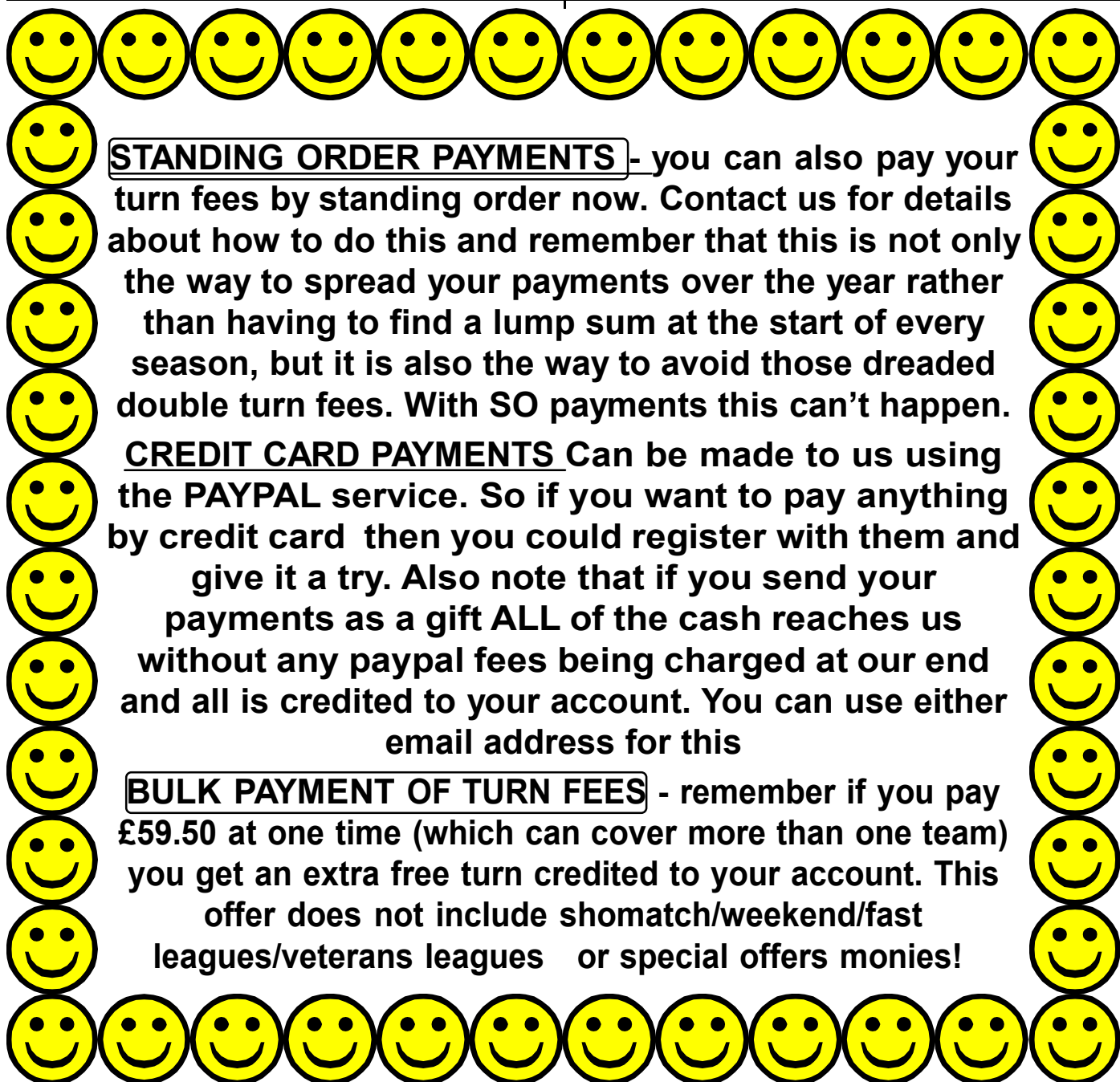
DISRAELI league - DUTCH COURAGE - decent size started by winning both games in division two and top of the table

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

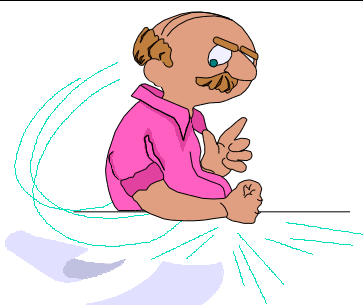




STANDING ORDER PAYMENTS - you can also pay your turn fees by standing order now. Contact us for details about how to do this and remember that this is not only the way to spread your payments over the year rather than having to find a lump sum at the start of every season, but it is also the way to avoid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

