

The Premier League

Issue 71
Results
Season 7
Session 4

Editorial

Since last issue I've been to Consummation, which was quite uniquely a wedding convention. Lots of interesting games were played, and a lot of those attending were Furrycon types so there was a friendly atmosphere. It was held in Retford, not the most glamorous of locations, but I've seen worse. The staff seemed quite blasé about being surrounded by gamers, but then I think they have freeform conventions there, and after that we probably looked sane and rational.

This issue is indeed late: I've had a broken mouse (which I can live with), a broken monitor (after I gave my spare away), extremely tedious coursework to do, 2 nmr's and what have been overall the worst orders for many years, including absolutely the worst set of orders ever (3 matches against the wrong teams were only the start). Poor orders only add a few days to the processing time, but more importantly they make it a chore, and this issue has been positively unenjoyable (which isn't usually the case.) I think I'm still (just) on target for my season finish deadline. I received some stick from one player for my "A-Z" last time. Rest assured it won't reappear unless I'm really lacking for inspiration.

Mein Schafe Deine Schafe

The title means something to do with sheep, but I'm not sure quite what. This is unsurprising, as it's a re-release of a game called Guerre des Moutons (trans "Sheepwars".) I suspect it's a German pun (as opposed to a German bun, German buns being quite stodgy which this game isn't.)

Basically, this is a tile laying game which kind of looks like Carcassonne at first, but actually isn't. It consists of a bag full of square tiles. Each tile is double sided, and each side will as a rule contain pictures of different coloured sheep in a section of a field. There might be four sheep of different colours, separated by diagonal fences through the centre of the tile, or maybe three same-coloured sheep in one section, with the other quarter having a sheep of a different colour. Or maybe one triangular half will contain 2 similar sheep, the other just forest or farmyard. There are lots of combinations, and no two tiles are the same.

Each player starts with 4 tiles and a colour of sheep he is aiming for, and on his turn will place a tile on the table adjacent to an existing tile or tiles. The patterns have to match (so you couldn't place a tile side with a red sheep next to one with a blue sheep), and as they are placed a patchwork of fields will start to form.

The winner is the player with the biggest complete field (measured by number of sheep of his colour) on the board at the end. Simple

enough, but there are a couple of interesting twists. First, after playing a tile you pick tiles out of the bag. But you don't pick up one, you pick up one for each tile-side the tile you placed touches (so if you find an enclosed hole in the pattern, and fill it, you get 4 tiles back.) More tiles means more choices, and ultimately finishing later (which may mean you can place a big field unopposed at the end.)

This brings in some strategic choices, and more are added by the presence of wolves on some tiles. Place these in a forest, and any adjacent fields become worthless (unless you play a hunter tile to counteract the wolf.) Add in a few more twists (other players don't know what colour sheep you are trying for until you reveal, so there's a bluff element, and there are bonuses for being the first one to finish playing) and you've got a quick but fun game.

MSES is a good half hour/hour finisher to a games session. It's not deep, but it is fun without being stupidly light, and heck, wouldn't you like to play something other than Carcassonne for once? I imagine it costs in the £12-15 bracket, and it's well worth a look.

Deadline: Friday 14th February 2003

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DIVISION ONE

Subway Replicants

39 Attacks, 12 Shots, 3-2-5

Goals:

Booked: Kleber

Injuries: Bangs (0 levels)

In what looked to be a one-sided contest, the other side won easily, helped by in-form Tyson.

0 3 Hanna Barberans

11 Attacks, 6 Shots, 4-3-3

Tyson 13, 91, Scooby Doo 21

Riding The Tiger

46 Attacks, 20 Shots, 3-2-5

Goals: Pelvic Curl 32, Backdoor 1, Hand Job 41, 84, Pete 82, Jism 1, 15

Booked: Jism

Injuries: Missionary (-5 levels)

A fine win for Riding, destroying a poor Pitchwheels side with no problems.

7 0 Pitchwheels IV

1 Attacks, 0 Shots, 4-4-2

The Chocolats

30 Attacks, 11 Shots, 3-3-4

Goals:

Booked:

Injuries: Pindarots (-5 levels)

Once again, The Chocolats can't quite get the wins flowing. Injury to Pindarots won't help either, although they have enough depth to cope. A good win for manager Owen at The South, and at present it looks like this might be a six-pointer.

0 4 The South

27 Attacks, 14 Shots, 3-4-3

Custard Creams 59, D.Beige 6, 90, Octahedron 54

E.Heskey

Heffalumps

20 Attacks, 5 Shots, 3-5-2

Goals: Langston 13, Pitstop 11

Injuries:

Heffalumps get a couple of early goals and then sit back knowing they've done enough against a lacklustre Salford side.

2 0 Salford Albion

0 Attacks, 0 Shots, 4-4-2

George Liquor (0 levels), Muddy Mudskipper (0 levels)

Pooch City

6 Attacks, 1 Shots, 4-4-2

Goals:

Booked: St Bernard

Injuries:

Luck is with Sine Language, as they plunder all 3 points: perhaps this will be their season.

0 1 Sine Language

4 Attacks, 4 Shots, 5-3-2

Abelian 41

Abelian

Zero (-4 levels), Nonagon (0 levels)

Hanna Barberans

31 Attacks, 15 Shots, 3-3-4

Goals: Muttley 33, Captain Caveman 4, Tendulkar 52, Lillee 5

Booked: Peter Perfect

Sent Off: Shaggy

Injuries:

Hanna are on fire, ripping Heffalumps to pieces in the first half. The away side gamely battle on, but waste too many chances.

4 0 Heffalumps

21 Attacks, 21 Shots, 3-5-2

Charlie

Buffonge (0 levels)

Pitchwheels IV

0 Attacks, 0 Shots, 4-4-2

Goals:

No, the Delicata goals aren't a mistake! The Chocolats return to form, admittedly against the club in 9th place but it's a start.

0 7 The Chocolats

41 Attacks, 19 Shots, 3-3-4

Pindarots 71, 80, Delicata 65, 65, Vanilla Dreams 16, Concerto 79, Slibovic 67

The South

9 Attacks, 9 Shots, 3-4-3

Goals: C.Black 7, E.Heskey 62, Hunts Cross 12, Custard Creams 52

I've no data, but 10 goals by 10 different scorers must be close to a record surely. After an early flurry, this battle of the midfields swinnings one way and then the other, until Subway's better fitness shows late in the second half.

4 6 Subway Replicants

17 Attacks, 17 Shots, 3-5-2

Goncourt 33, Orleans 5, Nanterre 77, Senard 24, Concorde 86, Sevres 84

Salford Albion

13 Attacks, 13 Shots, 4-2-4

Goals: Moses 38, Astle 43, Robson 21, 28

Injuries:

Pooch have the majority of possession, but look vulnerable at the back, and it's Salford that come out on top.

4 2 Pooch City

34 Attacks, 13 Shots, 3-2-5

Trudy 20, Marlene 53

St Bernard (-3 levels)

Sine Language

6 Attacks, 5 Shots, 4-4-2

Goals: Tetrahedron 90

Injuries: Ellipse (-4 levels)

Riding bravely attack away from home against the leaders, and looked like they would get a good reward for their efforts until Sine Language equalised in the dying seconds.

1 1 Riding The Tiger

6 Attacks, 2 Shots, 3-2-5

Backdoor 66(pen)

Manager of the Month: Nic Chilton (Hanna Barberans)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Sine Language	5	2	0	17	5	12	17	31	7	57	Peter Stanton
Heffalumps	5	0	2	18	13	5	15	22	3504	24	St John Swainson
Hanna Barberans	4	0	3	11	10	1	12	34	745	54	Nic Chilton
Riding The Tiger	3	2	2	29	15	14	11	15	373	42	Chris Tyler
Salford Albion	3	1	3	12	10	2	10	27	851	42	John Merry
Subway Replicants	3	1	3	23	23	0	10	28	720	48	Keith Morton
Pooch City	3	0	4	16	21	-5	9	20	1762	24	Howard Bishop
The South	2	1	4	15	15	0	7	18	1472	30	Ian Owen
The Chocolats	2	0	5	15	25	-10	6	30	2227	27	Willem Moene
Pitchwheels IV	1	1	5	10	29	-19	4	30	929	25	David Binnie

Sine Language only manage a win and a draw, but see their lead increase anyway as their opponents can't keep up. Heffalumps keep second place, and are still close enough to the leaders, but the real winners this time are Hanna Barberans, moving from 7th to 3rd after two wins.

As most of the mid-table teams keep the same positions (Riding The Tiger close slightly on a top three place), the big losers are Pooch City who switch places completely with Hanna Barberans, and now find themselves a little too close to relegation. At the bottom, we have the same 3 teams but the positions do change, as The Chocolats escape last place. They still look a different team from last season though. Can Pitchwheels come back at them, or will them be stuck to the bottom?

DIVISION TWO

Canine City

17 Attacks, 6 Shots, 3-3-4

Goals: ShihTzu 31(pen), Saluki 26, 47, Afghan 20

Booked:

Sent Off:

Canine walk all over their opponents, who can't even muster a shot.

4 0 Classically Decomposed

0 Attacks, 0 Shots, 4-4-2

Adam

Massenet

Wacko Wanderers

2 Attacks, 0 Shots, 5-3-2

Goals: Jasper 11(pen)

Booked: Salinger

A cagey match, with Wacko getting a perhaps barely deserved 3 points thanks to an early penalty.

1 0 The Capitols

3 Attacks, 0 Shots, 4-3-3

London, Gigantor

Beat Happening F.C.

23 Attacks, 13 Shots, 3-2-5

Goals: Edge (1 pen missed), Nine 28, Blissett 31, Charlton 8

Beat Happening continue to perform above expectations, and can even afford to miss a penalty against Born Free to no ill effect.

3 2 Born Free

21 Attacks, 9 Shots, 4-2-4

Hyrax 23, Hippopotamus 74

The Village Idiots

25 Attacks, 12 Shots, 3-3-4

Goals: Roland La Starza 88, James Smith 83

A stunning late comeback from the Idiots leaves Eardley floundering in their wake.

2 1 Eardley End

5 Attacks, 5 Shots, 3-3-4

Davidson 38

Biscuits F.C.

19 Attacks, 19 Shots, 4-3-3

Goals: Jammy Dodger 63, Trio 55, 67

Booked:

Sent Off:

Plenty of second half action, as Video rather collapse when reduced to 10 men.

3 1 Video Nasties

8 Attacks, 4 Shots, 3-5-2

Bigger Breakfast 62

Buzzcocks

Big Country

Classically Decomposed

2 Attacks, 2 Shots, 4-2-4

Goals:

Booked: Verdi

Its that man La Starza again, as the Idiots make it two from two.

0 2 The Village Idiots

18 Attacks, 6 Shots, 3-3-4

Roland La Starza 47, David Bey 66

The Capitols

21 Attacks, 9 Shots, 4-4-2

Goals: Mothra 11

Injuries:

Plucky Neeson gets his hat-trick despite being injured, as Beat Happening pull another one out of the bag.

1 7 Beat Happening F.C.

27 Attacks, 15 Shots, 3-2-5

Edge 90(pen), Blissett 89, Machen 43, 83,

L.Neeson 28, 31, 61

Charlton (-1 levels), L.Neeson (-2 levels)

Born Free

39 Attacks, 14 Shots, 3-2-5

Goals: Guanaco 36, 50, Pflipsen 36

Injuries: Gerbil (-4 levels)

Canine start well, but Born Free soon take control, and win easily enough despite a late consolation from Collie.

3 2 Canine City

29 Attacks, 15 Shots, 3-3-4

Collie 89, Alsatian 16

Eardley End

25 Attacks, 7 Shots, 3-2-5

Goals: Hardcastle 56

Injuries: Carlos (-6 levels)

Eardley in particular set out to attack, but defences on both sides do well to resist the end to end pressure, and a draw is a fair result.

1 1 Biscuits F.C.

20 Attacks, 9 Shots, 4-3-3

JaffaCakes 67

Video Nasties

8 Attacks, 1 Shots, 3-5-2

Goals: Bilko 44

Injuries:

Points lost for the leaders, but deservedly so as Wacko get the tactics right.

1 1 Wacko Wanderers

5 Attacks, 5 Shots, 5-3-2

Jasper 81

Mark (-1 levels)

Manager of the Month: Andrew McAlister (Beat Happening FC)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Video Nasties	5	1	1	16	6	10	16	23	218	27	Graham Thomas
The Village Idiots	5	0	2	10	12	-2	15	30	939	45	David Merry
Canine City	4	1	2	21	11	10	13	21	1828	32	Arthur Owen
Biscuits F.C.	3	3	1	10	5	5	12	11	2520	39	Simon Brooks
The Capitols	3	1	3	11	12	-1	10	0	1419	24	Alex Bardy
Beat Happening F.C.	3	0	4	18	18	0	9	31	572	47	Andrew MacAlister
Born Free	2	2	3	15	11	4	8	25	245	31	Dave Carter
Wacko Wanderers	2	1	4	8	16	-8	7	17	1968	33	Pete Burrows
Eardley End	1	3	3	8	13	-5	6	32	1948	28	Mike Richardson
Classically Decomposed	0	2	5	4	17	-13	2	23	577	17	Dave Gittins

Having not lost a point previously, Video Nasties don't win a match and see their 5 point gap almost vanish in one fell swoop. Meanwhile, things get curiouser and curiouser as The Village Idiots have a great session (league-wise) to leap to second, despite having a negative goal difference. Canine now look less secure for a promotion slot, as Biscuits slowly close: if they could turn draws into wins, they'd be doing a lot better still!

After heroics last session, The Capitols drop back to mid table. It's interesting that after this session, when the mid-table teams got most of the points, the table looks a lot more even, and we could start to see big changes in positions soon. In the bottom half, top performers for the second consecutive session are Beat Happening, who seem to have been completely transformed from the depths of last season. My statement last session about the escaping relegation with a "late surge" now seems rather cautious, and I'm beginning to wonder about promotion prospects!

If one team goes up, at least one has to go down of course, and while Born Free slip back slightly and now have improving Wacko Wanderers threatening to dump them into the zone, it's Eardley End who suffer big time, with just one point going down to 9th. Meanwhile Classically Decomposed, having outdone my expectations for so many times, at last look almost doomed to go down. They need to learn how to score to have a chance of survival.

DIVISION THREE

The 'A' Team

42 Attacks, 16 Shots, 3-2-5

Goals: Archie 5, Albion 88

Second place Lanchester disappoint, and won't stay on line for promotion with this sort of performance.

2 0 Lanchester

5 Attacks, 1 Shots, 4-4-2

The Spice Of Life

22 Attacks, 22 Shots, 3-2-5

Goals: Shashlik 63, Pepper 9, Mini Madras 10

Booked:

Spice do well, a solid attacking showing as Maidswater underperform.

3 0 Maidswater

5 Attacks, 3 Shots, 3-5-2

Bulmer, Breezer

Morning Star

15 Attacks, 6 Shots, 4-4-2

Booked:

Injuries: Nightingale (-6 levels)

A draw, but not a dull match as Grand Prix attack from the whistle and deserved at least the point they got.

0 0 Grand Prix Rovers

16 Attacks, 16 Shots, 3-2-5

Venus

Saturn (0 levels)

Siwo Prisoners

2 Attacks, 2 Shots, 5-3-2

Goals:

Booked: Wolfe

Injuries: Mario (-3 levels)

A vicious series of injuries for Midkemia, but they still manage to win as Siwo never look up for it.

0 1 Midkemia

12 Attacks, 6 Shots, 2-2-6

Milamber 55

Dolgan (-4 levels), Arutha (-1 levels), Jeffers (-1 levels)

Tantoine F.C.

9 Attacks, 4 Shots, 4-4-2

Goals: Skywalker 26(pen), Jabba The Hut 59

Booked: Jabba The Hut

Sent Off:

A flattering but deserved win for Tantoine, as Moss Side are shut out of this one.

2 0 Moss Side Streetfighters

0 Attacks, 0 Shots, 4-4-2

Horton

Lanchester

13 Attacks, 9 Shots, 4-2-4

Goals: Spectrum 67, Exponential 83

Booked: Eigenvalue

Injuries: Anova (-4 levels)

Second versus third, and the away team get the better of it, despite Lanchester's fightback in the second half.

2 2 Siwo Prisoners

5 Attacks, 3 Shots, 5-3-2

Rendell 52, Dostojewski 15

Nabakov (0 levels), Highsmith (-4 levels)

Maidswater

22 Attacks, 22 Shots, 4-4-2

Goals: Rushton 68(pen), Pastis 25, Duval 81, Limoncello 47 Camus 41(pen), Revelations 54

Sent Off: Hooch

The battle for last place, and it's Maidswater who come out easily on top after a solid showing.

4 2 Morning Star

2 Attacks, 1 Shots, 4-4-2

Grand Prix Rovers

26 Attacks, 9 Shots, 2-6-2

Goals: Taurus 41

Booked: Ascari, Orion

A change of tactics nearly pays off for Grand Prix, but ultimately the lack of a sweeper costs them.

1 3 The 'A' Team

13 Attacks, 13 Shots, 3-2-5

Albion 26, 65, Ascot 36

Midkemia

41 Attacks, 14 Shots, 2-3-5

Goals: Arutha 36, Jeffers 87, Romney 91, Jonril 57

Booked: Jeffers

Injuries: Jonril (-3 levels)

An easy home win, as Tantoine look for a draw but have no chance.

4 0 Tantoine F.C.

0 Attacks, 0 Shots, 5-3-2

Kyle Katarn (-3 levels)

Moss Side

Streetfighters

31 Attacks, 15 Shots, 3-2-5

Goals: Collins 40(pen), Herbert 43, Gide 8, Pynchon 4, Herbert 70

Booked: Camus

Injuries: Byron (0 levels)

In a key match for both sides, The Streetfighters emerge the victors by some margin.

5 2 The Spice Of Life

12 Attacks, 5 Shots, 4-4-2

Chive 75, Pepper 72

Manager of the Month: Mick Haytack (The 'A' Team)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Midkemia	7	0	0	22	4	18	21	21	1560	37	Richard Tarver
Lanchester	5	1	1	14	5	9	16	30	258	24	John Coshall
The 'A' Team	5	0	2	14	8	6	15	19	3638	50	Mick Haytack
Siwo Prisoners	4	1	2	15	10	5	13	31	2559	28	Mike Wassall
Moss Side Streetfighters	3	1	3	9	8	1	10	10	5906	43	Martin Waterson
The Spice Of Life	3	0	4	11	13	-2	9	21	869	27	Paul Cockayne
Tantoine F.C.	2	0	5	6	14	-8	6	32	1270	25	Mark Stretch
Maidswater	2	0	5	9	18	-9	6	21	27	40	John Walker
Grand Prix Rovers	1	2	4	8	18	-10	5	20	910	44	Richard Ramsden
Morning Star	0	1	6	3	13	-10	1	23	-710	15	Kevin

The top 2 both started unbeaten, but only Midkemia keep that record, and are now the only team in the league who haven't dropped a point. Lanchester just keep second after a single draw, and with 2 wins it's The 'A' Team who capitalise, climbing one place to third. Siwo also disappoint after a good start to the season, but only drop one spot: they still have all their GPPs though.

None of the remaining sides manage more than a single win or less than a draw, so few position changes. Grand Prix drop 2 places as Tantoine and Maidswater both win. At the very very bottom, Morning Star at last manage a point, and I'd guess they aren't quite as bad as the points total suggests. They are still hamstrung by that bank balance though.

PLS ROUND TWO

Salford Albion

10 Attacks, 10 Shots, 5-3-2

Goals: Robson 32, MDMA 43

Both sides look content for a draw, but home advantage gives Salford a useful edge.

2 0 Pooch City

3 Attacks, 1 Shots, 5-3-2

Moss Side Streetfighters

27 Attacks, 27 Shots, 3-2-5

Goals: Collins (1 pen missed), Fiennes 77, Gide 75

Booked: Byron, Collins

Morning Star capitulate, Moss Side capitalise.

2 0 Morning Star

0 Attacks, 0 Shots, 4-3-3

Calver, Love

Grand Prix Rovers

27 Attacks, 18 Shots, 3-2-5

Goals: Sirius 8, 34, Fangio 76, Taurus 44, Senna 48

Booked: Orion

Goals galore, as Riding The Tiger's defensive strategy fails to stop Grand Prix.

5 1 Riding The Tiger

10 Attacks, 4 Shots, 5-3-2

Hand Job 30

S.Hill

The Capitols

5 Attacks, 5 Shots, 5-3-2

Goals: King Kong 10(pen), Robert 69

Booked:

A close match, with home advantage probably the deciding factor. Or the penalty, depending on how you look at it.

2 1 Heffalumps

8 Attacks, 3 Shots, 3-5-2

Coterill 77

Kempston, Hoth

Sine Language

54 Attacks, 31 Shots, 3-2-5

Goals: Zero 89(pen), Lobachevskyan 23, Octagon 27, 51, Solid 11, Tetrahedron 59, Zero 45

Booked:

Comprehensive seems an understatement for this Sine Language victory, as The 'A' Team show no will to win at all.

7 0 The 'A' Team

1 Attacks, 0 Shots, 4-4-2

Nisbett, Ashton

Eardley End

4 Attacks, 4 Shots, 4-4-2

Goals:

Booked: Boucher

At last, the PLS sees an away win as Subway get a vital edge in midfield and convert it to goals.

0 3 Subway Replicants

11 Attacks, 11 Shots, 3-5-2

Vinyals 27, Balard 61, Senard 20

Biscuits F.C.

3 Attacks, 1 Shots, 4-3-3

Booked: Ryan, William

Injuries:

A tight defensive match, and the Idiots are perhaps unlucky not to escape with a point.

0 0 The Village Idiots

2 Attacks, 0 Shots, 5-3-2

John Tate (-2 levels)

Pooch City

41 Attacks, 23 Shots, 3-2-5

Goals: Irwin 51, 74, Kandy 89, Pitt 47, Ted 38

Booked: Kandy

A slow match to start with, but Pooch score just before half time, and from then on things get interesting. Moss Side manage to equalise eventually, but Kandy provides the winning touch.

5 4 Moss Side Streetfighters

22 Attacks, 22 Shots, 3-2-5

Eco 60, 60, 83 Sartre 73

Morning Star

3 Attacks, 1 Shots, 4-3-3

Goals:

Booked: Revelations, Brauner

Injuries: Forster (-2 levels)

Morning Star capitulate, but do so grumpily, giving away not one but two penalties.

0 5 Grand Prix Rovers

27 Attacks, 27 Shots, 4-4-2

Orion 84(pen) (1 pen missed), Taurus 61, 69, Piquet 21, Alesi 30

Riding The Tiger

14 Attacks, 6 Shots, 4-4-2

Goals: Hand Job 14, 81

Injuries: Concorde (-3 levels)

The Capitols fail to capitalise on what chances they have, leaving Riding The Tiger with an easy enough win, despite injury to Concorde.

2 0 The Capitols

1 Attacks, 1 Shots, 4-3-3

Ebirah (1 pen missed)

Berlin (-1 levels)

Heffalumps

3 Attacks, 3 Shots, 5-3-2

Goals:

Booked:

Sent Off: Badawi

Injuries: Langston (-2 levels)

Not quite as comprehensive as Sine Language's last win, but impressive all the same. True, Heffalumps were down to 10 men, but still impressive.

0 8 Sine Language

27 Attacks, 27 Shots, 3-2-5

Tetrahedron 39, 50, Octagon 1, Solid 68, Euclidean 33, Exp 86, Prism 42, Lobachevskyan 37

Cube

The 'A' Team

16 Attacks, 16 Shots, 3-2-5

Goals: Arnie 42, Anteater 23, Archie 73, Alligator 44, Albion 13

Booked: Archie

Some interesting tactics in this one, but in the end it's keeper form that decides it, and Eardley lose out.

5 0 Eardley End

13 Attacks, 9 Shots, 4-4-2

Subway Replicants

44 Attacks, 26 Shots, 3-2-5

Goals: Balard 12, 70, Tolbiac 75, 90, Beardsley 73, Kleber 50, 70

Booked:

Another one-sided match easily sees Subway through to the next round, while Biscuits go out.

7 0 Biscuits F.C.

1 Attacks, 1 Shots, 4-3-3

YoYo

The Village Idiots

33 Attacks, 13 Shots, 3-3-4

Goals: Mike Weaver 30, Roland La Starza 20, James Smith 39

Booked: John L.Sullivan, Mike Weaver

The Idiots play well in this father-son derby, despite confusion about their opponents which leads to them turning up at an empty Biscuits ground. But Salford take their chances brilliantly.

3 3 Salford Albion

2 Attacks, 2 Shots, 4-4-2

Osborne 62(pen), Muddy Mudskipper 42, Muddy Mudskipper 36

PLS ROUNDUP and DRAW

Grand Prix Rovers, Sine Language and Subway Replicants all win both games, so are certain to go through. On 4 points we only have Salford Albion, so they also progress to the last 6. That leaves 2 slots, and 5 teams on 3 points that could fill them. That means it comes down to goal difference this round, which gives us:

Moss Side Streetfighters	+1
The Capitols	-1
Pooch City	-1
Riding The Tiger	-2
The 'A' Team	-2

So, Moss Side are team number 5, but we still have The Capitols and Pooch City fighting for the final slot. The next criteria is the result of any PLS match in which the two teams met. No dice, so (looks at rules again) goals score this round are the next decider. The Capitols scored a perfectly reasonable 2, but Pooch City have 5, so they go through.

DRAW

MATCH 1 (Session 5)

Grand Prix Rovers v Pooch City
Subway Replicants v Salford Albion
Moss Side Streetfighters v Sine Language

MATCH 2 (Session 6)

Pooch City v Subway Replicants
Salford Albion v Moss Side Streetfighters
Sine Language v Grand Prix Rovers

Sine Language get the 'easy' ties this time avoiding the other 3 Division 1 sides. Pooch City v Subway could well decide a second finalist, with the winner perhaps going through? But then perhaps I'm writing off the lower division teams too easily.

FA CUP FIRST ROUND REPLAYS

Wacko Wanderers

5 Attacks, 5 Shots, 6-2-2

Goals:

Booked: Mark, Muffin

Injuries: Jasper (0 levels), Salinger (0 levels)

A close match, which could have gone either way, but ultimately it's Canine who win after 90 frankly tedious minutes, after an injury time goal from Husky. Beat Happening beckon.

0 1 Canine City

15 Attacks, 6 Shots, 3-4-3

Husky 91

Collie, Corgi

Maidswater

23 Attacks, 7 Shots, 4-4-2

Goals: Rushton 39(pen), Oranjeboom 5, 38

Sent Off: Rushton

Rushton bizarrely scores a penalty before getting sent off, but few other problems for Maidswater (Pooch City may be more of a challenge next time.)

3 1 The Village Idiots

2 Attacks, 2 Shots, 5-3-2

Mike Weaver 16(pen)

CLEAN SHEETS/NMRs

No orders from Eardley End, Pitchwheels (-1 GPP season 8) and I act as assistant manager for Salford Albion. Clean sheets from a measly 13 teams, and 1 GPP (season 8) goes to each of The 'A' Team, Maidswater and Midkemia.

NMRs This Season: Eardley End (2), Village Idiots (1), Pitchwheels IV(1).

NON-LEAGUE CONNECTIONS

Round Five Results

The Words/Names For Round Six (Final Round!) are (you should be able to get them all now!);

- 1. Down With The Queen:** Bottom, Cap, Hole, Box, List, Country, Panther, Pudding, Mail, Belt, Head, Magic
- 2. Little England:** Leeds, London, Liverpool, Sunderland, Wrexham, Southport, Salford, Didcot, Harrow, Ramsgate, High Wycombe, Congleton
- 3. Don't Come Easy:** Life, Clear, Mention, Certain, Record, Near, Curtain, Amusing, Blows, Highway, Regrets, My
- 4. Around The World:** Palestine, Paris, Odessa, San Marcos, Temple, Sherman, Crockett, Amarillo, Marlin, Austin, Laredo, Houston
- 5. Why You?:** Why, You, Queue, Eye, See, Eggs, Ell, Are, Jay, Em, Tee, Pea
- 6. 8-6, 8-6:** Adam Bell, Mary Ambree, Sir Andrew Barton, Bob Norris, Gil Brenton, Sir Patrick Spense, Hollis Brown, Chevy Chase, The Gaberlunzie Man, Reading Gaol, John & Yoko, Sad Cafe
- 7. Utd not City:** Rife, Mid, Polka, Song, Zoned, Yolk, Urea, Tried, Soke, Plea, Rhea, Womb
- 8. Old Familiar Places:** Newcastle, Liverpool, Derby, Devonshire, Portland, Aberdeen, Salisbury, North, Grey, Heath, Wilmington, Eden
- 9. Sans Frontier:** France, Denmark, Spain, Germany, Portugal, Sweden, England, Turkey, Poland, South Africa, Argentina, China
- 10. Crazy Names:** Felix, Leo, Eugene, Martin, Linus, Peter, John, Paul, Urban, Alexander, Innocent, Pius

The Scores So Far

Player	Answers to Connection:										This Round	C/F	Total
	1	2	3	4	5	6	7	8	9	10			
Peter Stanton	15	☺	15	15	14	☹	☺	?	15	☺	39	73	112
Kevin	☺	14.5		13.5	14	☺		14.5	☹	15	27	71.5	98.5
Mick Haytack			☺	13.5	10			14.5	15	14	13.5	67	80.5
Arthur Owen	☺	☺			10				13	☺	36	23	59
John Walker	☺	14.5	☺	☹	14	☹	☹	☹	☹	☹	25.5	28.5	54
Graham Thomas	☺			☺	10				☹	☺	35.5	10	45.5
Dave Gittins	☺				10	☹			?	☺	23.5	10	33.5
Martin Waterson					10				?		0	10	10
Richard Tarver									?		0	0	0
Points Scored	12	12.5	13.5	12	-	15	15	-	-	11.5			
Points Available	9	11	12	11	7	14	14	13	12	9	Total	112	

☺ = Correct guess this round ☹ = Incorrect guess this round ? = Nearly but not quite the right answer
No.: score for previous round

A more productive round than last time, with 1 and 10 particularly popular. Every clue has now been got by someone, which is pleasing to me at least. Just shows they aren't impossible! Good rounds for Stanton, Owen and Thomas and the former extends his lead while the other 2 both catch up positions.

At the front, Peter Stanton can still be caught by anyone, but his fate is almost in his own hands. If he gets all the remaining clues right this turn, he can be caught by Kevin, who can equal his score (if my maths is right!) Mick Haytack needs a great last round to win, and has to hope other falter, while Arthur Owen carries on making progress but could easily find himself overtaken by John Walker. Last place is very much up for grabs!

Final round approaching! Last chance to win, or just to gain a less embarrassing position!

PRESS

Morning Star-GM: Re your comments about whether you'll get to know my surname if I become respectable. . .Martin, if I ever become respectable I'll tell you what my real FIRST name is! ((!!! Now I don't know what to call you! I could almost take that as a challenge. Kevin (not) sent me a football programme for Washington Football Club with his orders, and I can only take this as a subtle clue to his identity.

Interesting programme, lots of details about the club which I couldn't help but analyse. You'd never know from this stuff that this club has conceded 14 goals in its last 3 games, and despite a potted history going back many years it's interesting that there's no mention of Washington Nissan, who look to be having far more success than their neighbours. I also liked the player pen portraits, particularly James "a player the manager has built the team around" Curtis, who hasn't actually played for 10 games, and for the 2 games before that the manager built his subs bench around him! Wonderful stuff.

Anyway, I reckon Kevin (not) must be one of the people named in this programme. If we take the average manager profile, I guess he'd have to be 40, but then he edits zines and stuff, so let's call him 28. If we take out any players named as hard men (don't see him as that), or who haven't been locally based, then that leaves maybe Andrews Lumsden as the most likely candidate?

I suppose if I was really keen I could find out Kevin's name and address the easy way, but that's not sporting.))

Peter Stanton-Dave Gittins: I'd like to see "Celebrity Cremations" please, Dave, or "Changing Cells". ((Wouldn't it be nice to see c-list celebrities doing historical reenactments. You could have Lawrence Llewellyn Bowen doing the execution of Charles I, Jamie Oliver retracing the steps of Scott of the Antarctic (or Captain Oats!), and so forth.

WAITING LIST

On the waiting list is possibly Kevin's brother-in-law, Graham Ross, of 32 Hanover St, St Pauls, Cheltenham, Glos., GL50 4HJ.

CHANGES OF ADDRESS

Mick Haytack's postcode is now DE23 3SD.

LEADING SCORERS

For the first time this season, here they are;

Division 1	Division 2	Division 3
8 Hand Job (Riding The Tiger)	7 Dads Army (Video Nasties)	9 Albion (The 'A' Team)
6 Astle (Salford Albion)		9 Oranjeboom (Maidswater)
6 Zero (Sine Language)		9 Taurus (Grand Prix Rovers)
6 A.Read (Riding The Tiger)		5 Orion (Grand Prix Rovers)
6 Euclidean (Sine Language)		
6 Octagon (Sine Language)		
5 Jism (Riding The Tiger)		
5 Backdoor (Riding The Tiger)		
5 Vibrator (Riding The Tiger)		

Interesting that there's such a differential between divisions. But what does it mean?

QUESTIONS & SUGGESTIONS

As always, I welcome your comments on anything about the zine, so I know what you like and what you dislike.

Youth Coach

Mick Haytack >>> If a player is Youth Coached, does that coaching add to his matches played immediately, and thus push up his level (if appropriate) for any match played that session?
((Yes. The same goes if a youth player plays 2 matches in a session: his level may rise mid session.))

Injury Time

Kevin >>> Pedantic point: surely Sine Language couldn't have beaten me with a 91st minute goal unless we were playing extra time? A game lasts for 90 minutes, and this is what the ref measures on his stopwatch. If play stops for any reason (injuries etc) he suspends the passage of time by stopping said watch, From the point of view of the spectator with his ordinary wristwatch, time is played beyond the 90 minutes, but it's what's on the ref's stopwatch that counts, and it shouldn't be more than 90 minutes. If you see what I mean. I ought to demand a replay, due to irregularities, but frankly I think I probably got off fairly lightly (injuries excepted) just losing 0-1, so I won't push it.

((Interesting point. Firstly, it makes absolutely no difference to the match result, the time of goal is simply a random number and in itself has no effect on the match: the match equations are identical whether there's injury time or not.

Having said that, I'd always thought that injury time was counted as going beyond the 90 minutes. But I dunno: any thoughts anyone?

I asked an "expert": he gave me a long and complex answer, which boils down to "it depends which paper you read the results in"))

On "On Society"

Peter Stanton >>> I have to say re: your Pump House visit that I don't think everyone should play an active role in the society in which they live. But that does depend on what that statement means. . . . however, you're right, there really isn't a lot of hope.

((We're all doomed, doomed I tell you. . .))

On "On Translation"

Peter Stanton >>> Read the book "Your Mother's Tongue" by Stephen Burgen, a witty book (& fascinating too) on European languages. Well, OK, invective in languages, but it's the comparison element that's interesting.

Bridge

Mike Wassall >>> Stick with Bridge, I'm still learning after playing for 62 years.

((But just think of all the interesting games you could have been playing Mike. Admittedly, 62 years ago it may have been the best thing about, but still. Doubtless I will carry on for a bit, although we seem to be converting the bridge player to modern board games rather than vice versa!))

THE AUCTION

And the results of the last auction were;

1) Scout II	151k	Hanna Barberans	
2) Youth Coach II	129k	Maidswater	
3) Df App 7(2)+1 match	714k	Video Nasties	Makeover
4) Mf/Fw Sby 3(2)+1 match	509k	The Chocolats	Merci
5) Mf I 10(0) (max 17)	934k	Born Free	Wombat
6) Fw II 12 (2)	807k	Born Free	Seahorse
7) Gk III 13(-5)	472k	Siwo Prisoners	Zeta
8) Df IV 10(2)	258k	Moss Side Streetfighters	Rosedale
9) Gk V 7(2)	322k	Siwo Prisoners	Eta
10) Borderline Substances	307k	Sine Language	(on Cube)

Lot 5, as it says, has a maximum skill of 17 this season. That's a one-season only offer, it'll be limited to the normal 3 levels per season after that. I don't thin I've ever offered a lot quite like that before, so let's see what it does. Peter Stanton points out that he can't be coached beyond level 16 this season. Oops. Well, I'm sure you all spotted that.

Lot 11, Borderline Substances, increases a players age by 1, but also increases his level by 2. (Maximum level will be adjusted taking into account new age and level and any training this season.)

And next sessions lots are;

1) Coach II	2) Physio II	3) Sw App 8(2) (420k)
4) Df Sby 5(2) (210k)	5) Df/Mf/Fw II 13(0) (550k)	6) Fw III 9(2) (280k)
7) Mf IV 12(0) (300k)	8) Df V12(-1) (200k)	9) Fw VI 11(2)(10 DPs) (90k)
10) Andy Ritchie		

Reserve prices should be in brackets.

Lot 10, Andy Ritchie, is a special backroom boy. On a one-off basis, he allows a given number of CPs to be changed into GPPs (specify number with bid.) This is an instant effect.

SALES & DEALS

Biscuits FC sell Cream Cracker (Df) to non-league for 80k. Biscuits are also fined 10k for not fielding a full team in one match.

SUSPENSIONS

(All players listed are banned for the first match of the coming session, unless otherwise stated. (2) means the next 2 matches etc.)

Video Nasties; Big Country (Fw). **Classically Decomposed**; Massenet (Df). **The Capitols**; Gigantor (Df/Fw). **Hanna Barberans**; Shaggy (Mf). **Maidswater**; Hooch (Df), Rushton (Mf). **Moss Side Streetfighters**; Horton (Df). **Heffalumps**; Charlie (Mf/Fw), Badawi (Df/Mf). **Pooch City**; Kandy (Fw). **Midkemia**; Jeffers (Fw).

THINGS WHICH HAVE REALLY PISSED ME OFF THIS ISSUE

By Dave Gittins

Considering I don't watch very much television, I'm amazed the number of times I end up having a gripe about telly-related matters on this page. Obviously I feel very passionate about the few programmes I actually consider to be worth watching, and get utterly brassed off with all the other drivel around, some of which the wife seems to actually enjoy.

The BBC

Well I had a go at ITV a couple of issues ago, so for the sake of balance this is only fair. You may not care for "Have I Got News For You". Indeed, it's probably not quite as good as it was a few years ago, but it's about the only decent, amusing satirical programme around these days (a very sad state of affairs) and I thoroughly enjoy it – or at least I did. So, Angus Deayton has slept around and taken some drugs – so what? How many people in the media can honestly say they haven't done at least one of those things? Why this should prevent him from chairing the quiz show, I've no idea, other than the fact that the jokes against him could have got a bit boring if they'd carried on week after week – but they could always be edited out, surely? Since his departure Paul Merton has looked less than comfortable as a replacement and the week after that, Anne Robinson of all people chaired the show. What were they thinking of? What other BBC stalwarts are to be dragged out? Wogan? Winton? Noel Edmonds? It doesn't bear thinking about. Apparently the repulsive Christine Hamilton has offered her services – perhaps it's best just to let the show die. ((I still think Alan Partridge was an inspired suggestion))

Children In Need

Yes, another dig at the BBC. Why can't they just add £1 to the Licence Fee and donate that amount to charity? This would bring them roughly the same amount of money as they get by foisting the most appalling evening's-worth of "entertainment" upon us. Soap stars who can't sing, weather forecasters who can't do comedy, regional presenters showing just why they aren't on national TV apart from one night each November and that man Wogan. Thankfully my local church was running one of its regular real ale nights (yes, you read that correctly) on the same night this year, so I had somewhere to go to avoid this televisual atrocity. The place was packed, the best turnout ever. Coincidence? I think not.

Town Planners

Congleton has a by-pass opened in 1956 that at the time probably lived up to its name. However in the last few years a large housing development has sprung up at one end of it (I do not live on this development!). In the middle for some years, there has been a 24-hour petrol station and a McDonalds. These were joined in June by a Tesco store, and now I read in the local rag that four more outlets have been given the go-ahead. The by-pass is now a destination! Now there is a growing voice for a by-pass to by-pass the by-pass (which if it got built would doubtless see the whole sorry saga repeated). What's wrong with a little bit of green land in our towns? Still, one of the new outlets is a Domino's pizza place and it's only 10 minutes' walk from the house, or 2 by car....

Phil Collins

Yes, just when you thought it was safe to enter your local record emporium, the man who should have stayed behind his drum kit is back. Mercifully, the radio stations I listen to seem to be affording him all the airplay he deserves – none. Hopefully we've all moved on and there'll be no place in our record collections for any more of his melodramatic karaoke-style warblings.

Are you a deeply-offended town planner keen to tell me that I don't understand what a by-pass is? Are you such a huge Phil Collins fan that your house is called "Sussudio"? Are you Christine Hamilton? If your opinion differs from mine, if you agree with me, or if you wish to raise a fresh topic, please drop me a line. Send e-mails to davidgittins@skynow.net, or write to Dave Gittins, 14 Daisybank Drive, Congleton, Cheshire. CW12 1LX

Time Flies (when you're making puns. . .)

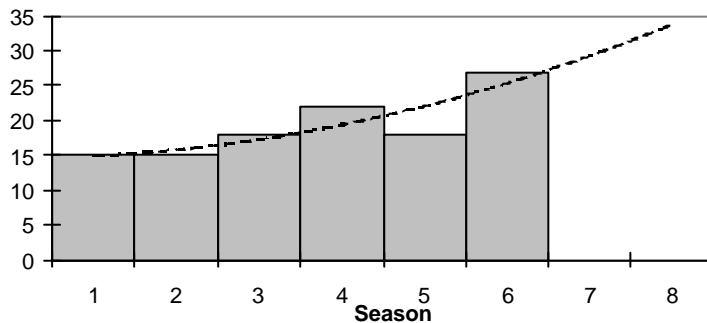
In the process of tidying up, I recently found my back issues of TPL, and did a quick analysis of how long each season has lasted. The results are quite dramatic, and show exactly why people have been complaining over the last season or so: I knew I'd been slow, but not that slow! On this sort of basis, my pledge to finish this season by end 2003 looks challenging but achievable. It also shows that I've just completed 10 years of The Premier League.

Deadline for session 1 season (& season length);

1	27 November 1992	
2	11 February 1994	15 months
3	26 May 1995	15 months
4	29 November 1996	18 months
5	11 September 1998	22 months
6	24 March 2000	18 months
7	14 June 2002	27 months

And let's see (*pace* Dave Gorman) how the graph looks, with a prediction line based on past evidence;

Season Length, months



As you can see, to finish by end 2003, I'm going to have to go far below the prediction line, although it has to be said the computer is being very pessimistic. A 3 year moving average would give an estimate of 22 months, which is more realistic, but I'm still confident I can make the 18 months I need. Well, fairly confident.

FLAGSHIP-Breaking New Ground

At various times in the past, I've given plugs to Flagship magazine. Since it first appeared in 1983, it's been pretty much the pre-eminent magazine as far as "Professional" postal games go, and it's now creditably reached issue 100.

These days though, editor Carol Mulholland seems to be taking Flagship forward at a rapid pace. The mag now has a distinctly glossy appearance, with colour covers every issue. More importantly, the breadth of coverage has expanded steadily, and we now have John Harrington covering zines every issue, lots of PBeM coverage (ie turn based web and email games), some role playing game and computer strategy coverage, conventions listings and a rapidly expanding board games section, with the last issue having a review of Essen, coverage of 3 new games and what might develop into a healthy letters column.

In short, I reckon Flagship is going to start filling the gap left by the now clearly deceased Games Games Games. It needs a tad more board game coverage to quite fill that role, but it's nearly there. If the best PBM coverage around wasn't enough to make you subscribe, surely with the new spread of material you've got no excuse? Flagship currently costs £3.95 per issue, or £15 for 4, £21 for 6, £40 for 12 issues (and I'd recommend starting with issue 100, as it comes with an excellent bonus CD, which in itself contains a free extra issue of Flagship electronically, made up of the best bits from recent issues. The quality of this is superb. It also contains the best mp3 file of didgeridoo music I've ever heard!)

Enquiries to Flagship, 14 The Hollows, Exmouth, Devon, EX8 1QT.

Towercon 2003: 21st-23rd March 2003

Towercon is a games convention held in (unsurprisingly) Blackpool. It's quite a "fringe" convention as far as the postal games hobby goes, in that in the past there have as I understand it been a lot of role-players and the like, but not a huge board game presence. In 2003 though there is the promise of an En Garde! Game, a continuation of the one that used to run at Furrycon (for those that don't know, En Garde! is an excellent "three musketeers" type game which can be played by post or interspersed with other games at a convention). This being the case, there are going to be a lot more board gamers present, and I'm very tempted to attend.

It's held at the Norbreck Castle Hotel, and the prices are slightly steep (£100 for the weekend, including accomodation, £10 single supplement) but they do include 2 breakfasts and 2 evening meals. If you're interested, write to Towercon, 13 Wembly Rd., Thornton Cleveleys, Lancs, FY5 4JN (or go to www.towercon.co.uk)

JOBE: Restraining Janet

A cool name for an album, bearing no relevance whatsoever to the contents (nothing new there.)

And the album itself is cool too, and became my cd of preference for a good month.

But anyway, Jobe are a Manchester band I guess, unsigned but energetically self promoting (though not to the extent of painting their name on bridges and other odd places, which one band did in the past.) And on the basis of this album, they deserve success.

So what's the music like? Well. . . . difficult to say. It's your basic guitars, singer, drums, not too heavy, not too light, fairly mainstream with just the odd quirky bit. I'm struggling for comparisons but maybe just on the dark side of Crowded House. The biggest distinguishing feature is the voice of the lead singer, which is different enough to be interesting: like the bloke in the limerick, he tries to cram just too many words into certain lines. This can come across a bit Mary Poppins (supercalifrgilisticexpialidocious) on occasion. but he gets away with it, and it ends up adding to the appeal. If Lisa Loeb was male, she might sound something like this.

Most of the songs are very good, this certainly isn't an album filled with the mediocre and one hit, and standing out in particular are Hit The Ground (a light and poppy piece, very Lisa Loeb), Staggered (far darker, not quite to Nick Drake suicidal levels, but definitely dark), the balladic Take The Time and Growing In (which at first sounds very light, but interesting lyrics and great vocals.) There is a lot a variety here, and surprisingly it all works.

You'll have trouble finding this one in the shops, but it is worth searching out. If you're interested in finding out more, the band's website is at www.jobe.info

MAYCON: 2-5th May 2003

Another games convention in Birmingham: surely with a bit of imagination we could spread them out a bit? But anyway, briefly put this is a convention in the Furrycon tradition.

This is the first MayCon, but from the flier it sounds interesting. They are hosting Spielchamps UK (a boardgames competition for teams of 4), and have a silly drive (which is a silly and fun way to try new games and meet new people), freeform games, and a music quiz. Plus board games (of course) and role playing.

All sounds like it should be quite a relaxed and friendly convention, and quite a meaty long one as well: very few stretch from Friday to Monday.

It's being held at the City Inn in the centre of Birmingham, so should be accessible, and currently costs £6 per day, or £20 for the whole con. Rooms costs £60 per night single, £42 twin/double. This is expensive, but as with Towercon includes evening meal (or at least, up to £16.50's worth.) And with Maycon there is nothing to stop you going to another hotel in Birmingham, there are plenty of them!

ON THE BALL (in Bloodstock)

On the Ball is a United game that I have covered in the past, but not for a long time. It's run by Stephen Othen, and has wandered from zine to zine over the years, surviving them all (which doesn't bode well for Bloodstock!)

OTB has 3 divisions of 10 teams, and currently has 3 vacancies, so you should be able to get an immediate start. It seems to be reliable and stable, I'm not sure how long it's been going but it says volume 6 issue 7, which suggests quite a long while. It doesn't have the nicest presentation I've ever seen, but it is one of the (very) few leagues to have match commentaries.

And, of course, you get to see Bloodstock at the same time. Bloodstock is a fine and long lasting zine, with some particularly fiendish quizzes and various other games (waiting lists currently open for Spread Betting, Intimate Diplomacy (an excellent 2 player variant of the classic game), Acquire (another classic), and Choice (a skillful dice game.)

Bloodstock costs 60p including postage: contact Mick Haytack at 43 Swanmore Rd, Littleover, Derby, DE23 3SD You will need to subscribe to play in OTB. OTB comes from Stephen Othen, 17 Castle Green, Kingswood, Warrington, WA5 7XB.

FILLUMS

It's been a good couple of months for films, I seem to have seen loads of them (and no, I don't think is what's made the zine late!) Here's a few mini-reviews which might be enlightening;

28 Days Later

A horror movie from the director of *Trainspotting*, written by Alex Garland. Basically your standard post-apocalypse zombie movie. The plot isn't full of holes, unlike some similar ones (remember *The Last Train* anyone?), and it's entertaining slightly gory stuff. Not majorly gory, or scary, just middling. It's not art, but it's fun to watch: what more do you want.

Bowling For Columbine

It's something of a mystery to me why a small town American like Michael Moore should be able to command such support in the UK. His book "Stupid White Men" is currently the 5th best seller in the UK, and has been thereabouts for some time. And judging by the fact that this film seemed to be showing to audiences larger than any I've seen in the arthouse cinema that was showing it, it's going to do almost as well.

Don't get me wrong, *Bowling For Columbine* is an eclectic, hard hitting film, an incredible documentary and probably the best you'll have seen in the last year (although *Dogtown and Z Boys* was excellent and deserved better than the obscurity it got, and I've heard very good things about *Lost In La Mancha*). Some of the footage of the Columbine shootings is quite eerie, in fact the whole film is pretty unsettling. I've a feeling though that Michael Moore isn't quite what he's perceived as in the UK. He's seen here I think as a liberal who uses stunts and tricky words to embarrass corporate America, fighting for the little man. But now I'm not so sure. Fact is, he's a gun nut along with the rest of them, and rather than making a film about how bad guns are, he's actually just trying to figure out why Americans are stupid enough to shoot each other with them on a regular basis. While this is a laudable question, it ain't the perception Moore has built his success on.

Still, a "must see" film.

Brotherhood Of The Wolf

Without a doubt this is the finest French historical martial arts film of all time. It's exciting, plenty of action for sure, but for me it can't match say *Le Bossu*, a superb French film of a few years back. Still, worth watching if you get the chance, and with this sort of film subtitles won't get in the way much.

Donnie Darko

Without doubt the best film of the year. It won't win any awards, because it's just too strange for the plebs, but still the best film of the year. It's dark, edgy, not-quite-sf, well acted, well plotted, beautifully put together, great music (featuring a sensational version of *Mad World*, which sums up the film). In a way it bears comparison to *La Jetee*, although more accessible. OK, I'm rambling a bit, but this is a film that has to be watched: any description isn't going to do it justice. A perfect film in every way.

Oh, and the soundtrack album is also well worth buying: quality stuff (Kevin, you should be selling this!)

Morvern Callar

I really enjoyed the Alan Warner book this is based on, and said book is a bit of a cult classic (for good reason.) It's essentially about a girl whose boyfriend commits suicide, and who then uses his money to go on holiday. But although the film is well made and follows the book quite closely, somehow it just doesn't work, possibly because it completely lacks a cinematic ending. I was really looking forward to this one, and it was disappointing.

(I suppose I could mention *The Two Towers* as well, but then you've probably seen it.)

FIXTURES FOR NEXT SESSION

ALL MATCHES FOR THE COMING SESSION SHOULD BE LISTED HERE, IN THE ORDER IN WHICH THEY ARE PLAYED (TOP TO BOTTOM). FOR LEAGUE MATCHES THE LEFT HAND COLUMN IS PLAYED FIRST. HOME ADVANTAGE APPLIES EXCEPT IN CUP SEMIS & FINALS.

DIVISION 1

Subway Replicants vs Pooch City
The South vs Pitchwheels IV
Salford Albion vs The Chocolats
Riding The Tiger vs Hanna Barberans
Sine Language vs Heffalumps

Pooch City vs The South
Pitchwheels IV vs Sine Language
The Chocolats vs Subway Replicants
Hanna Barberans vs Salford Albion
Heffalumps vs Riding The Tiger

DIVISION 2

Canine City vs Biscuits F.C.
Born Free vs The Capitols
Eardley End vs Beat Happening F.C.
Wacko Wanderers vs Classically Decomposed
Video Nasties vs The Village Idiots

Biscuits F.C. vs Born Free
The Capitols vs Video Nasties
Beat Happening F.C. vs Canine City
Classically Decomposed vs Eardley End
The Village Idiots vs Wacko Wanderers

DIVISION 3

The 'A' Team vs Tantoine F.C.
Grand Prix Rovers vs Maidswater
Midkemia vs Morning Star
The Spice Of Life vs Lanchester
Moss Side Streetfighters vs Siwo Prisoners

Tantoine F.C. vs Grand Prix Rovers
Maidswater vs Moss Side Streetfighters
Morning Star vs The 'A' Team
Lanchester vs Midkemia
Siwo Prisoners vs The Spice Of Life

FA CUP ROUND 2

The Spice Of Life v Riding The Tiger
Tantoine FC v The Chocolats
Beat Happening v Canine City
Pooch City v Maidswater

Grand Prix Rovers v Hanna Barberans
Siwo Prisoners v Midkemia
Sine Language v Born Free
The South v Heffalumps

PLS ROUND 3 MATCH 1

Match 2 in session 6.

Grand Prix Rovers v Pooch City
Subway Replicants v Salford Albion
Moss Side Streetfighters v Sine Language