

The Premier League

Issue 73
Results
Season 7
Session 6

Editorial

First, welcome to two new players this time, in Kevin's brother in law Graham Ross (Lanchester) and Mike Parnaby (Eardley End). You might be interested to see Mike's website, dedicated to (in the main) postal football games, which now includes a section on TPL (which made me laugh!)

<http://homepage.ntlworld.com/michael.parnaby/Index.htm>

Some interesting trips since last issue. I've been to Macclesfield (has precious few signs to visitor attractions, although The Samaritans are very well signposted), Nottingham (likewise doesn't encourage visitors, but you'll have no problem finding the inland revenue) and South Shields (where people seem slightly puzzled by the concept of someone visiting who wasn't forced to, although the roman fort is very good indeed.)

The website has improved visually since last issue, with a hall of fame, although austerity is still the order of the day. For those of you that used it, note that I have improved the Excel Order Form. I've tidied it up a bit, made it add up your levels for you, and added some basic in-built error checking: a couple of basic errors now produce purple text at the bottom of the sheet. Most of the email orders I got were fine: what I wasn't expecting was that having given out a standard excel sheet, you'd all go and edit it! Don't think I got two sets with exactly the same format, but only one manager managed to screw it up completely, and I'm not quite sure what they did. . .

ZooSIM

No German games this time, instead we're going to the Netherlands, and to a small games company called Cwali and a designer called Corné van Moorsel.

ZooSIM is just what it sounds like, a simulation of a zoo, and for once this is a game which doesn't feel like it's been shoehorned into the theme. Basically you and the other players are competing to build zoos which are popular with visitors. Visitors like zoos with big pens, new exhibits, lots of trees and (slightly curiously perhaps) paths which go round in circles (so they don't have to turn back along the same path, in theory) and all of these will get you little black visitor pieces at the expense of other players.

So, how does this happen? Well, you start with a zoo entrance, and through a bidding system buy sections of zoo to add on. Each section of zoo will include some paths, maybe a few trees and two animal enclosures (which are colour coded by type of exhibits.) You bid with coins, in a simultaneous 'in the hand' system (which some people will dislike.) Draws are dealt with in an innovative 'flag' system. All players have a flag on the same flagpole. In a draw, the player with the highest flag wins, but their flag goes to the bottom. This is a mechanism which should have been invented years ago, it's simple but perfect.

After every fifth auction there's a points scoring round (the game ends after the 5th), and you score points equal to the current visitors you have multiplied by the scoring round (eg in the 3rd scoring round points are trebled.) Again, this is a simple but well thought out catch up mechanism. There's some nice strategy here, not only in picking tiles which give you enclosures people will visit, but in making sure the pattern of your zoo tiles gives both flexibility for later (you don't want your prestigious lion enclosure surrounded with insect houses so you can't add to it) and plenty of circuits. Not as easy as it sounds.

If you'd like a short game to finish sessions, but still like a bit of strategy, this could be what you're looking for. It certainly makes a nice change from incessant Carcassone and at £15ish it won't break the bank.

Deadline: Friday 30th May 2003

Martin Burroughs, 15 New Earth St.,
Oldham, OL4 5ES. Tel (0161)626 1580
martinburroughs@tiscali.co.uk
myweb.tiscali.co.uk/teepeeyell/index.htm

DIVISION ONE

Pitchwheels IV

7 Attacks, 4 Shots, 4-3-3

Goals: Fuu 32, Charlton 15

Injuries: Sori (-1 levels)

An extremely even first half, but Subway attack aggressively after the break, and quickly get the breakthrough they need.

2 3

Subway Replicants

40 Attacks, 17 Shots, 3-2-5

Beardsley 19, 23, Senard 53

Sent Off: Javel

The Chocolats

46 Attacks, 22 Shots, 3-2-5

Goals: Maraques 59, Delicata 12, Ganarhum 60, Parfait 2

In an all-attacking game, the sides share possession, but after an opening flurry it's The Chocolats that walk to easy victory.

4 1

Riding The Tiger

39 Attacks, 18 Shots, 3-2-5

Handcuffs 6

Pooch City

22 Attacks, 12 Shots, 4-2-4

Goals: Serbirusse 9, Marlene 64

Booked: Pike

Somewhat of a reversal of fortunes for both teams, as Pooch City opt for a long ball game and easily dominate. A vicious tackle takes out Buffonge, and this may have killed Heffalumps hopes here.

2 0

Heffalumps

4 Attacks, 4 Shots, 5-3-2

Injuries: Buffonge (-6 levels)

Sine Language

8 Attacks, 8 Shots, 3-2-5

Booked:

Injuries: Riemannian (0 levels)

Manager Chilton looks determined to get one point, and he succeeds admirably.

0 0

Hanna Barberans

4 Attacks, 1 Shots, 5-3-2

Peter Perfect, Lillie

Tyson (0 levels)

The South

26 Attacks, 26 Shots, 3-4-3

Goals: Cressington Park 7, E.Heskey 61, D.Beige 23, Custard Creams 17, 77

Sent Off: Octahedron

5 0

Salford Albion

0 Attacks, 0 Shots, 5-3-2

Even assistant manager Burroughs can do nothing to redeem Salford in this one, as they get comprehensively beaten.

Manager of the Month: Peter Stanton (Sine Language)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Sine Language	7	3	0	19	5	14	24	30	197	35	Peter Stanton
Subway Replicants	6	1	3	35	28	7	19	28	361	42	Keith Morton
Hanna Barberans	6	1	3	17	11	6	19	29	-187	34	Nic Chilton
Heffalumps	6	0	4	21	16	5	18	20	3694	11	St John Swainson
Pooch City	5	0	5	25	25	0	15	20	780	31	Howard Bishop
The South	4	1	5	22	20	2	13	12	1812	26	Ian Owen
Salford Albion	4	1	5	14	17	-3	13	27	605	26	John Merry
Riding The Tiger	3	2	5	31	27	4	11	6	563	19	Chris Tyler
The Chocolats	3	0	7	21	33	-12	9	27	2417	26	Willem Moene
Pitchwheels IV	1	1	8	12	35	-23	4	30	1119	15	David Binnie

The old top three managed only 2 points between them, helping Subway Replicants climb to second. Sine Language still have the same lead, somehow, just different teams following. Heffalumps are the big losers, falling to 4th. Pooch City position themselves mid-table, and are joined by The South who escape the relegation zone. Salford drop off worryingly, while Riding The Tiger fill the zone place left by The South. The Chocolats manage a win, and the gap between them and safety falls to 4 points, but Pitchwheels need some stable management, and look like falling completely out of touch soon.

DIVISION TWO

The Capitols

13 Attacks, 7 Shots, 4-3-3

Goals: Gigantor 9, 66

Injuries: Mothra (-4 levels)

A feeble showing from Canine City, as The Capitols ease their relegation worries, but only at the price of injury to Mothra.

2 0

Canine City

0 Attacks, 0 Shots, 4-3-3

Booked: Labrador, Saluki, Collie

Beat Happening F.C.

38 Attacks, 11 Shots, 3-2-5

Goals: Hoover 74, Charlton 20, Best 79

Lots of late action in this one, end to end stuff with Beat Happening leading by a solitary goal for most of the game until Wacko really wake the game up with an equalizer in the second half. The home side look in no mood to give in though, and 2 more goals settle it.

3 2

Wacko Wanderers

12 Attacks, 6 Shots, 4-2-4

Malcolm 59, Daz 80

Biscuits F.C.

28 Attacks, 19 Shots, 4-3-3

Goals: Snap 7, Party Rings 25

Booked: Digestive

No worries for The Biscuits, and 2-1 doesn't really reflect their superiority here as they burst the Idiot's bubble.

2 1

The Village Idiots

0 Attacks, 0 Shots, 5-2-3

John L.Sullivan 55(pen)

Video Nasties

15 Attacks, 9 Shots, 3-2-5

Goals: Football 78, Big Country 35

Classically Decomposed looked like they would have settled for a point in this one, but never really had a hope.

2 0

Classically Decomposed

3 Attacks, 3 Shots, 5-3-2

Born Free

32 Attacks, 9 Shots, 3-2-5

Goals: Hartebeest 60(pen), Delboy 59, Seahorse 56

Booked:

The pressure of possible relegation adds some spice to this 6-pointer, or by the same logic zero pointer as it turns out. Eardley go 0-3 up, but Born Free amazingly fight back for a draw. New manager Parnaby doesn't look best pleased.

3 3

Eardley End

15 Attacks, 6 Shots, 4-3-3

Sola 39(pen), Davidson 56, Gilman 46

Decado

Manager of the Month: Andrew MacAlister (Beat Happening, yet again.)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Video Nasties	8	1	1	25	9	16	25	18	378	28	Graham Thomas
Biscuits F.C.	5	4	1	15	8	7	19	11	2680	30	Simon Brooks
Beat Happening F.C.	6	0	4	31	20	11	18	31	311	36	Andrew MacAlister
The Village Idiots	5	0	5	12	17	-5	15	30	1099	22	Vacant
Canine City	4	2	4	23	19	4	14	18	2338	13	Arthur Owen
Wacko Wanderers	4	1	5	12	19	-7	13	17	1509	22	Pete Burrows
The Capitols	4	1	5	15	23	-8	13	0	1596	24	Alex Bardy
Born Free	3	3	4	24	15	9	12	15	895	26	Dave Carter
Eardley End	1	4	5	11	24	-13	7	24	2108	25	Vacant
Classically Decomposed	1	2	7	6	20	-14	5	16	737	16	Dave Gittins

The top three all win, and the middle four all lose, which leads to a 3 point gap at the top and little other change in the top half. Then we have 5 teams divided by 3 points. One of them is The Capitols, swapping places with Born Free. The Capitols have no GPPs left though, which may limit them for the rest of the season. No other changes in the middle, and further down, the bottom 2 begin to look very much in trouble.

DIVISION THREE

Maidswater

4 Attacks, 2 Shots, 5-3-2

Goals: Strongbow 55

Unusually the home team, expecting tough opposition, play defensively. The fans aren't pleased, but a win's a win.

1 0

The 'A' Team

1 Attacks, 0 Shots, 3-3-4

Booked: Anteater

Morning Star

5 Attacks, 2 Shots, 5-3-2

Goals: Rorschach 31

Booked: Guillotin

Injuries: Knox (0 levels)

Spice dominate the midfield, but can't score and Morning Star get an unlikely victory.

1 0

The Spice Of Life

18 Attacks, 10 Shots, 3-5-2

Tantoine F.C.

11 Attacks, 11 Shots, 5-3-2

Goals: Skywalker 54, Jabba The Hut 88, Wedge 52, Calrisian 17

Booked: Calrisian

Siwo lose a man late in the game, but it was all over long before that as Tantoine, their manager arriving just seconds before the game, defend well and attack on the break with panache.

4 1

Siwo Prisoners

14 Attacks, 3 Shots, 3-2-5

Goals: Gontsjarev 85

Sent Off: Gontsjarev

Moss Side

Streetfighters

36 Attacks, 20 Shots, 3-3-4

Goals: Wolfe 8, Collins 10, 79, Pope 21, Wolfe 55

Injuries: Herbert (0 levels)

With 37 shots, this was an action filled game, and Moss Side score freely. Lanchester's keeper clearly wasn't on form.

5 2

Lanchester

42 Attacks, 17 Shots, 3-2-5

Goals: Exponential 57, Kurtosis 60

Grand Prix Rovers

46 Attacks, 26 Shots, 3-2-5

Goals: Mercury 19, 47, Diniz 13, 39, Ascari 90, Orion 23, 31

Grand Prix aren't having the best of seasons in the league, but manage to dismantle the leaders easily enough.

7 2

Midkemia

27 Attacks, 11 Shots, 4-2-4

Goals: Jonril 83, Christie 19

Manager of the Month: John Walker (Maidswater)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Midkemia	7	1	2	26	14	12	22	11	1690	21	Richard Tarver
The 'A' Team	6	1	3	17	10	7	19	19	3768	24	Mick Haytack
Lanchester	5	2	3	19	16	3	17	25	378	31	Vacant
Siwo Prisoners	5	1	4	18	15	3	16	29	2362	31	Mike Wassall
Moss Side Streetfighters	5	1	4	15	13	2	16	10	6036	42	Martin Waterson
Grand Prix Rovers	4	2	4	21	20	1	14	10	42	27	Richard Ramsden
The Spice Of Life	4	0	6	15	17	-2	12	17	999	14	Paul Cockayne
Maidswater	4	0	6	13	22	-9	12	21	157	32	John Walker
Tantoine F.C.	3	1	6	11	18	-7	10	22	1400	29	Mark Stretch
Morning Star	2	1	7	5	15	-10	7	20	-710	22	Brain In A Jar

The old bottom 4 all win, and the top 4 all lose in a most mixed up session. As you might expect, the result is that few positions change except in mid table, but things close up nicely and we now have a lot more teams thinking about promotion. Morning Star must be disappointed that a win actually leaves them further behind!

Premier League Shield Round 3 Match 2

Pooch City

22 Attacks, 22 Shots, 3-2-5

Goals: Pitt 57, Lewi 53, Trudy 9, 78, Serbirusse 34

Booked:

5 5

Subway Replicants

22 Attacks, 22 Shots, 3-5-2

Auber 78, Tolbiac 51, Rivoli 41, Javel 73, Balard 65

Rivoli

No question but that both sides really want to reach the final, and they both know they need a win to do it. Pooch quickly go 2 up, but Subway, dominating midfield, get one back late in the half. 6 minutes into the second, they equalize, only to see Pooch go 4-2 up in the next 6 minutes. But Subway don't give up; they score again, and again, and in the 78th minute go into a 4-5 lead! Only to see Trudy once more make it a draw.

Salford Albion

0 Attacks, 0 Shots, 4-4-2

Goals:

Booked: Osborne

0 2

Moss Side Streetfighters

17 Attacks, 17 Shots, 3-3-4

Gide 2, Collins 17

Fiennes

A fair match, as assistant manager Burroughs runs both teams, and Moss Side continue their run of form.

Sine Language

22 Attacks, 10 Shots, 6-2-2

Goals: Nonagon 57, Minus 13

Curious tactics from both teams, but then it seems to work out well all round.

2 0

Grand Prix Rovers

0 Attacks, 0 Shots, 3-2-5

Commentary

Well, as Pooch and Subway Replicants both try hard but the draw is no good for either. Sine Language win again to go through to the final, which leaves Salford, Moss Side and Grand Prix Rovers each with one win. On goal difference, Grand Prix's 11-1 win in the first match pushes them ahead, so the final is

Sine Language v Grand Prix Rovers

I think this is the first time the final has repeated a third round tie. Both teams are on form, and although on the basis of this sessions match, and indeed their league positions, Sine Language should easily win, Grand Prix should make a better fight of it than this time. At least, let's hope so.

MSO moves to Manchester

The Mind Sports Olympiad, which I'm sure I've mentioned in the past, has now taken up an (allegedly) permanent home in Manchester (ironically probably the only major city in the UK where there isn't a games shop). Which is very convenient for me!

The next event is 10 days leading up to August bank holiday (16th-25th August), and will include about 120 competitions, which sounds impressive, although as there are several competitions in many events, it isn't quite the diversity you might expect. Still, you'd be hard pressed not to find some tournaments you'd like.

The added bonus of turning up this time is that you can meet me and a whole host of friendly Manchester gamers: MSO isn't known for it's warmth, but we'll do our best to change that! In the absence of Mark Stretch I've been roped in to run 2 tournaments, and I've in turn roped in others to run another 3 (I've learnt the art of delegation since I became a manager. Does me no good at work mind.)

Anyway, details are still a bit vague but you can get up to date info from

<http://www.msoworld.com/>

Youth Friendly (sic)

Hanna Barberans

3 Attacks, 3 Shots, 4-4-2

Goals: Red Baron 68

Booked:

Injuries: Secret Squirrel (0 levels)

1 0

Grand Prix Rovers

1 Attacks, 1 Shots, 3-4-3

Piquet, Button

For a friendly there wasn't much love lost here, as both last seasons finalists seemed to have a point to prove.

Youth Cup Round 1

**Moss Side
Streetfighters**

11 Attacks, 6 Shots, 4-2-4

Goals: Genet 57, Fiennes 88

Booked:

Sent Off: Congleton

Injuries: Feist (-6 levels)

2 1

Lanchester

19 Attacks, 10 Shots, 4-3-3

Anova 15

Var

A close game, and while the result goes Moss Side's way they may miss Feist in the next round.

Maidswater

7 Attacks, 6 Shots, 4-4-2

Goals: Two Dogs 42

Booked:

1 0

The Capitols

2 Attacks, 1 Shots, 5-3-2

Blob

Neither sides look like winning, but Maidswater somehow poke the ball forward and get the win.

Pitchwheels IV

17 Attacks, 6 Shots, 5-3-2

Goals:

Sent Off: Jordan

Injuries: Pea (0 levels), Cantona (0 levels)

0 1

Beat Happening F.C.

10 Attacks, 4 Shots, 4-4-2

Exhausted 36

Nothing but bad news for Pitchwheels as Beat continue their run of form.

Siwo Prisoners

13 Attacks, 9 Shots, 3-3-4

Goals: Queen 39, Rendell 26

Injuries:

2 2

Subway Replicants

11 Attacks, 6 Shots, 3-3-4

Duo 38, Tre 1

Beardsley (0 levels)

(Siwo win 3-1 on penalties)

Lots of early action, but no result as the sides fight to meet last seasons runners-up. So, it's penalties (really must computerise penalties at some point.) Which are a bit one-sided, as Subway Replicants are hopeless, save for their goalie.

Biscuits F.C.**1 1 Born Free****(Biscuits win 5-4 on penalties)**

3 Attacks, 1 Shots, 4-3-3

6 Attacks, 1 Shots, 5-3-2

Goals: Lincoln 57

Bat 45(pen)

Booked: Rocky

Octopus

Another game, another draw, as both sides play cautiously. The penalties look close, but in reality Llama is nervy, while Dodger never looked like letting anything in.

Heffalumps**5 5 Pooch City****(Pooch City win 5-4 on penalties)**

18 Attacks, 18 Shots, 3-5-2

13 Attacks, 13 Shots, 3-3-4

Goals: Tristram 80, Kempston 67, Belic 15, 46, 79

Jones 19, Kandy 21,39, Dumas 87, Trudy 30

Sent Off: Tristram

Now, this is more like it. Two sides who obviously think Sweeper's are for wimps battle it out. Belic gives Heffalumps an early lead, but Pooch quickly establish a big lead. All credit to Heffalumps though, their youngsters keep their heads and led by new talent Belic do enough to get a deserved draw. Trudy scores yet again. So, can the penalties be as exciting as the match? Both sides score the first two, but then defender Norton misses for Heffalumps, and with Pooch scoring all the rest, that was the difference between the teams.

The South**0 3 Riding The Tiger**

13 Attacks, 7 Shots, 4-3-3

15 Attacks, 10 Shots, 3-2-5

Goals:

Dildo 24, Jism 90, Dildo 22

Booked: Thorne

French Letter

Sent Off:

Vibrator

Even with 10 men Riding The Tiger look the better side, although perhaps not quite as good as the result suggests.

The Spice Of Life**0 0 The Village Idiots****(The Village Idiots win 3-2 on penalties)**

5 Attacks, 4 Shots, 4-3-3

0 Attacks, 0 Shots, 4-3-3

Booked:

James Braddock

Injuries: Cumin (0 levels), Clary (-3 levels)

Caesar Brion (0 levels), Hart (-4 levels)

2 injuries, no goals, so penalties it is. Both sides have a good goalie, but Sullivan is really on form for the Idiots.

Salford Albion**3 1 Morning Star**

7 Attacks, 7 Shots, 5-3-2

2 Attacks, 2 Shots, 4-3-3

Goals: Muddy Mudskipper 54, Bush 61, Gore 40

Haldane 21

Booked: Gore

Sent Off:

Crowley

Injuries:

Byron (-1 levels), Molotov (-4 levels)

With 2 injuries and 10 men, Morning Star stood little chance, and it's Salford that meet Morning Star next time.

The Chocolats

2 2 Canine City

(Canine City win 4-3 on sudden death penalties)

16 Attacks, 8 Shots, 4-3-3

5 Attacks, 5 Shots, 6-2-2

Goals: New Sby VI 51, Merci 28

Corgi 29, 66

Booked: Delicieux

Poodle

Sent Off:

Labrador

Dramatic defending from Canine, and they get a draw. More penalties, and having staked so much on their back two, they look confident. The two sides swap errors, and it's 3-3 after the first 10 spot kicks. So, sudden death penalties, and defender Delicieux steps up for The Chocolats. He shoots. . . way over the bar! Canine also choose a defender, this time Rottweiler- he only has to score to send his side through. He shoots. . . wide! Could take a while this. The Chocolats start on the schoolboys, and Bianca steps up- it looks to be headed just inside the post, but bobbles wide at the last second. So it's Poodle for Canine, and at last somebody scores, and Canine go through.

Classically Decomposed

0 1 Tantoine F.C.

0 Attacks, 0 Shots, 3-4-3

5 Attacks, 3 Shots, 5-3-2

Goals:

Owen Lars 31

Booked: Dunstable

Threepio

Injuries:

Akbaar (-4 levels)

The Genii have a bad youth cup for once, as Tantoine progress, but the injury won't help.

Sine Language

2 0 Eardley End

17 Attacks, 8 Shots, 4-2-4

4 Attacks, 1 Shots, 4-3-3

Goals: Hyperbolic 30, 31

Booked:

Innsmouth

Sent Off: Hyperbolic

Injuries: Hexagon (-2 levels)

Manager Parnaby sees his clubs future, and it's not bright. Hyperbolic wins the game single handed for Sine Language before being sent off. One to look out for in the future, if he can stay on the pitch.

The 'A' Team

4 0 Video Nasties

8 Attacks, 8 Shots, 4-2-4

11 Attacks, 5 Shots, 4-2-4

Goals: Arnie 15, 60, 86(pen), Alton 14

The 'A' Team and Video are closely matched, but Video needed a better keeper here.

Midkemia

2 2 Wacko Wanderers

(Midkemia win 4-3 on penalties)

18 Attacks, 10 Shots, 3-2-5

7 Attacks, 7 Shots, 3-2-5

Goals: Romney 75, Jamar 76

Pouri 59, 73

Injuries:

Joseph (-2 levels)

Midkemia fight back gamely for a draw in this entertaining game which is settled by 4 minutes of frenetic activity. Or rather not settled, because once again penalties come into play. Midkemia were always favourites after Jason missed the first kick, and so it proved as Wacko never made back that deficit.

Youth Cup Draw

Here's the revised draw.

Round 2	QF	SF	Final
Moss Side Streetfighters V Village Idiots	V		
Maidswater V Salford Albion		V	
Beat Happening FC V Canine City	V		
Siwo Prisoners V Grand Prix Rovers			V
Tantoine FC V Biscuits FC	V		
Hanna Barberans V Sine Language		V	
Pooch City V The 'A' Team	V		
Riding The Tiger V Midkemia			

CLEAN SHEETS/NMRs

No orders from Moss Side, Pitchwheels IV (OUT) (-1 GPP season 8). I deputized for Salford Albion, due to his election duties. Clean sheets from 16 teams, and 1 GPP (season 8) goes to each of Morning Star, Video Nasties, The Spice Of Life and Siwo Prisoners.

NMRs This Season: Pitchwheels IV(3 and out), Moss Side (2).

SUSPENSIONS

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

Hanna Barberans; Sawtooth (Fw). **Sine Language;** Hyperbolic (Fw). **Riding The Tiger;** Vibrator (Df/Mf/Fw). **The South;** Octahedron (Fw). **Moss Side Streetfighters;** Congleton (Df). **Subway Replicants;** Javel (Mf/Fw). **Canine City;** Labrador (Df), Collie (Mf). **Heffalumps;** Tristram (Mf). **Morning Star;** Crowley (Mf). **Siwo Prisoners;** Gontsjarev (Fw). **Pitchwheels IV;** Jordan (Df).

PRESS

Grand Prix Rovers-GM: "Only 6 points from a promotion spot"!! It might as well be 60 points. Somehow I just can't see this team doing it this year, maybe next? ((Well, you never know.))

GM-Grand Prix and anyone interested: Yes, I am at Manorcon this year. I'm slightly concerned we'll be in the middle of a building site, however. . .

Sine Language-GM: Out of interest, why aren't you managing a club anywhere?

((I'm actually playing very few postal games these days. No United at all. I'm not sure why, it just turned out that way, helped by various zines folding. Also, I seem to be playing more face to face games these days, with the games club in Manchester providing excellent competition every Saturday if I want it, and some Sunday gaming as well which tends to be longer games (18xx generally, also Republic of Rome, Lords of the Sierra Madre and others.) Since getting Internet access, I've also played a bit of online Scrabble, which can be entertaining (some very friendly people), but palls after a while. If you'd like to restart The Management though, I'd definitely play!))

WAITING LIST

On the waiting list is nobody, with two vacancies to be filled (I've had an enquiry, so maybe one soon.)

CHANGES OF ADDRESS

Graham Ross is at 32 Hanover St, St Pauls, Cheltenham, Glos., GL50 4HJ. Mike Parnaby is at 15 Somerset Rd, Guisborough, Teeside, TS14 7ET, tel 01287 637565, email michael.parnaby@ntlworld.com
Alex Bardy has changed address again, to 6 The Crescent, Kexby, York, YO41 5LB. Going to have a games meet to celebrate Alex?

LEADING SCORERS

Division 1	Division 2	Division 3
Pooch City Trudy 18	Video Nasties Dads Army 8	Siwo Prisoners Ivan 11
Subway Replicants Auber 9		Grand Prix Rovers Taurus 11
Subway Replicants Goncourt 9		The 'A' Team Albion 10
Subway Replicants Senard 8		Maidswater Oranjeboom 9
Riding The Tiger Hand Job 8		Grand Prix Rovers Sirius 8
		Grand Prix Rovers Orion 8

Trudy's incredible scoring run continues, and no-one else comes close, with division 3 looking the most competitive.

QUESTIONS & SUGGESTIONS

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

Game Length

Brain In A Jar Back when I used to play Sunday League football they used to have the concept of the "double header". If at the end of the season, with pitch deadlines looming, two teams still had to play each other twice, they could opt to replace 1x90 minute game with 2x60 minute games, with a short break in between. There was an alternative in the "double-pointer", 1 ordinary match, but with points doubled. . .not sure how they fitted that into the final league table. These probably didn't happen *that* often, I certainly never played in one, but it was known. I *did* play in an agreed 30 min each way match, on an arctic day, it was so cold, with a bitter wind and the pitch frozen hard. . .in retrospect I'm amazed the game even took place, but we was hardy back in those days (the 1890s), most of us had served in the Crimea and knew what real cold was. This was before I became Brain In A Jar, of course. Wasn't the idea of 10 nine-minute sessions put forward by the USA when they staged the World Cup, along with 30 foot goalposts etc? Good job Crazy George wasn't in charge back then. . .he'd probably have ordered pre-emptive bombing raids on FIFA headquarters, prior to a regime change. Wonder what euphemism they have for an own-goal? Some variation on Friendly Fire. . . ((There's just no answer to that.))

Backroom Boys

GM I'm a bit dissatisfied with backroom boys right now. Nothing wrong with the basic concept, but the detail might be a bit out. As the game has developed over the seasons, clubs seem to have got more and more, to the point where perhaps they have lost a little of their rarity value. This can make the game less challenging, and may be related to the lower prices seen recently in the auction.

So, I've got a few suggestions for you, as follows:

1. Reserve Price- possibly there ought to be a non-league price for BRBs, perhaps 50k in their last season, 100k in next to last season.
2. New Types- possibly there should be one new type of backroom boy, so managers have to choose a bit more when converting.
3. New mechanism- at present, any player making age V can be made into a BRB for 2 seasons. What would happen if Age V players could be made into a one-season BRB, Age VI 2 seasons, age VII 3 seasons? Age VII is perfectly possible, but at present the system makes it unviable which also restricts the age spread of players.

I realize that the last change is particularly major, and I've have to give good notice (2 seasons I would think.) There are pros and cons, but I'm tempted to go with the first 2 from the close season: so what do you all think? Opinions please!

Charity Donations

GM On balance, I think the gamefees to charity concept this season has been successful, but as much as I'd like to get rid of the admin, I think it would be better if we went back to cheques being sent to me, and me passing on to charities. I'm sure you're all honest, but people do forget, and that way we know where we are. So, what I'm proposing for next season is;

- Gamefee to be £8 as before.
- All gamefees will be paid to charities, but indirectly through myself. You make out the cheque to a named charity, send it to me and I send them all on together. Those who object to paying to

charity may send a cheque with my name on it instead (but it's up to me what I do with it, and it's going to charity!)

- In order to make this administrable(?), we'll have a limited list of charities you can all choose from. Suggestions are welcome, and I'll try to get a cross-section of charity types.

So, comments please, alternative schemes, and/or suggestions for possible charities, non-religious and non-commercial please! Looking at where donations went to last time, Oxfam, RNIB, PDSA, Sustrans would be a reasonable cross-section. I'd be tempted to add Amnesty and a heritage charity.

Not sure what I'm letting myself in for here, but responses please. . . .

THE AUCTION

And the results of the last auction were;

1) Scout II	46k	Siwo Prisoners	
2) Groundsman II	10k	Lanchester	
3) Mf App 8(2)+1 match	734k	Grand Prix Rovers	Ford
4) Fw Sby 5(2)	549k	Subway Replicants	lena
5) Df I 11 (-1)	619k	Wacko Wanderers	Donna
6) Mf II 11 (0) (+4 games as Df)	563k	Hanna Barberans	Yogi Bear
7) Fw III 9 (2)	281k	Siwo Prisoners	Iota
8) Mf IV 10 (2)	280k	Hanna Barberans	Booboo
9) Dennis Irwin	73k	Beat Happening FC	
10) Lindwall Df I 6(2)		NO BIDS	

Dennis Irwin, is a Df V 7(0) who has the bonus ability to give each of your midfielders 2 games experience as Df (counting towards the 7 they need to become dual qualified). This will happen immediately as a one-off action. ((Peter Stanton correctly points out players need 8 games to dual qualify, not 7. As such, and on the basis that the buyer probably would have worked out how many matches remained, I've increased Irwin's effectiveness to 3 games.))

And next sessions lots (the last of the season) are;

1) Youth Coach I	2) Mf Sby 5(2)	3) Gk Sby 5(2)
4) Sw/Df 12(2) (12 DPs)	5) Fw II 13(2)	6) Df/Mf/Fw IV 9(0)
7) Gk V 8(2)	8) Old Dog, New Tricks	9) Maine Road

Note that lot 1 is age I not age II. I don't expect this one to go cheap!

Lot 8, Old Dog, New Tricks, allows a manager to increase the skill level of the lowest value non-youth player in their squad immediately by 2 (after non-league sales, as you ask). If players are of equal value, manager may specify which is affected (or I will choose randomly.) Lot 9, Maine Road, is a dilapidated old stadium of sentimental value only.

SALES & DEALS

Born Free sell Glider (Mf), Tapir (Df), Fruitbat (Df) for 70k, The South sell Arteritis (Df) and Abortion (Mf) for 30k, and Canine City sell Pekingese (Df) and Deerhound (Mf) for 200k.

Don't forget, the transfer deadline is in session 7: last sales and auction bids will be in session 7 orders.

THINGS WHICH HAVE REALLY PISSED ME OFF THIS ISSUE

by Dave Gittins

(Dave is getting more verbose as time gets on, and has been edited this time. Which is a blessing.)

Well, last month's diatribe against the Royal Mail certainly struck a chord with a couple of TPL readers, as both Pete Burrows and Kevin got in touch to inform me that the weight limit for a 27 pence stamp (or has it now gone up to 28 pence?) is 60 grams. Pete goes on to add: "If you get friendly with your postie he can often turn a blind eye to those little tiny extras. The other trick is to tread on the envelope and expunge any air - trust me it can make a difference!"

Kevin had somewhat better luck than me with his copy of Issue 71:

"Don't like to rub salt into the wounds regarding your Royal Mail problems, but the new copy of The Premier League arrived with stamp unfranked, so I'll be using it to return my orders. Maximum weight for a 27p/19p stamp is 60 gms, incidentally. I know this because one of the perks of having a PO Box is that they send you a useful wall chart with weights/prices every time the price of stamps goes up. I weigh my mail on kitchen scales, which have the slight disadvantage of being divided into 25 gm units. If it's not above 50 gms, I know it's OK. If it's somewhere between 50 & 75, I guess. Usually seems to work."

If your scales only weigh in Imperial measurement, Pete reckons that a Metric set would cost around a fiver, should you wish to spare the recipient of your letter / parcel unnecessary expense.

Pete also offered advice on the charity bags front:

"I do enough work for charity so I have a big notice on my door, no salesman, no leaflets and no free newspapers etc. When they put a bag through my door it gets used as a bin liner. When they come to collect it, I point out the notice and then give them my bag of rubbish!! It works!" Charity bag collectors in Nottingham be warned!

Kevin of course also had some comments to add on cover versions:

"Re. cover versions...Atomic Kitten's "The Tide Is High"...not so much their version, poor though it was, but all the DJs, journalists and other people who should know better who referred to it as "the Blondie song". I assume they mean "The Paragons' song that Blondie covered"."

Indeed they do Kevin, but it was never a hit in the UK for The Paragons, and I imagine that despite its inclusion on a number of reggae compilations, most of the people you mention are blissfully ignorant of its existence. What's got my goat on the cover versions front just lately is the rehabilitation of whiny-voiced Mick Hucknall, a.k.a. Simply Red. Quite why his warblings on top of Hall & Oates' 1982 hit "I Can't Go For That (No Can Do)" should earn almost blanket radio coverage is beyond me. His only achievement to me seems to have been to make a poor song even worse.

Kevin then goes all strange on us ((No change there then-MB)):

"Have you heard Dolly Parton's version of "Stairway To Heaven" though? It's actually very good, though I never much liked the original." No I haven't and I'm glad, as I'm very fond of most Led Zep stuff prior to the "Coda" album. Rolf's version was amusing for a couple of listens, though.

Most interesting cover version of late – The White Stripes' take on Dusty Springfield's "I Just Don't Know What To Do With Myself" from the excellent "Elephant" album.

Time for a couple of minor irritants...

Commercial Radio

Programmers in this area of the media appear to be a pretty lazy bunch. Everywhere you listen, there seems to be an "80's weekend" on. Up here in the North West, Century 105.4 FM proudly boasts that all weekend, "you're never more than one song away from the 80's". Bearing in mind that my favourite bands of the era are not generally among those covered (Smiths, Bunnymen, Cure, Cult, Sisters Of Mercy, etc), I would have found this prospect pretty horrific even during the 1980's. All manner of musical atrocities are being dredged up. Only today I heard DeBarge's "Rhythm Of The Night" for the first time in at least ten years. I remarked to my wife "Good grief, where've they dragged this up from?" "Oh, they play it at least twice during the week" she replied. I'm glad I go to work.

Reborn In The USA

There I was a few issues ago advocating the idea of Celebrity Pop Idol. Sorry folks, that was a really bad call on my part. Carrying on from my remarks on commercial radio, the idea of seeing Tony Hadley murdering some classic or another each week is utterly unappealing – as was the sight of Thereze from Dollar who hasn't aged well – to think that I used to quite fancy her when I was an impressionable teenager. One other big question – Davina McCall – why?

If you've any observations on the above or thoughts on anything else, get in touch and I'll include them next time. Send e-mails to davidgittins@skynow.net, or write to Dave Gittins, 14 Daisybank Drive, Congleton, Cheshire. CW12 1LX

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

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

DIVISION 2

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

DIVISION 3

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

FA CUP Quarter Finals

Riding The Tiger v Sine Language
Maidswater v Siwo Prisoners
The South v The Chocolats
Grand Prix Rovers v Beat Happening

Premier League Shield FINAL

This match will be on a neutral ground.

Sine Language v Grand Prix Rovers

YOUTH CUP Round 2 (Neutral Ground)

Moss Side Streetfighters v Village Idiots	Maidswater v Salford Albion
Beat Happening FC v Canine City	Siwo Prisoners v Grand Prix Rovers
Tantoine FC v Biscuits FC	Hanna Barberans v Sine Language
Pooch City v The 'A' Team	Riding The Tiger v Midkemia