

The Premier League

Issue 74
Results
Season 7
Session 7

Editorial

First, we sadly say goodbye to Paul Cockayne, who is finding life too hectic to keep playing, which is sad as he was always very reliable and a pretty good manager I think. I did have one enquiry about joining, but no response since sending a pack of stuff out.

Apologies for the delay this time. Those of you with email will be aware of what's been going on: I almost got the end of the zine, then noticed the results were wrong. So I had to delete the whole thing and start again. This was very demoralizing. I have now amended my program, so this particular problem can't happen again. I hope.

Note that if you keep your email details up to date, you have the advantage of getting a reminder if you are late submitting orders, and also get to hear about disasters like this.

For those that weren't there, Manorcon passed off well, despite the doom-mongers. I'd say it was marginally smaller, but the main hall was still pretty crowded on the Saturday, so not much different. The building works really didn't impinge, and had the advantage that the diplomacy players were further away from the rest of us. For the first time I actually managed to win something, as the mastermind behind the winning treasure hunt team.

Balloon Cup

Does the world need another game about balloons? Yes, apparently.

At any rate, it's academic, because the connection with balloons goes little further than the picture on the box. Which is annoying.

In reality, this is a nice little abstract 2 player game, that's getting a lot of play right now. It's in the Kosmos series of 2 player games, packaged in the usual small box format.

Essentially, you have a handful of cards and have to collect coloured blocks. Collect enough blocks of one colour and you win the trophy for that colour (3 blue blocks, 4 grey blocks, and so on). There are 5 colours, 5 trophies, so 3 trophies win the game.

Once a colour has been won, the blocks remaining become almost worthless (you can trade then 3 for 1 for useful colours, but that's it.) It can be a good strategy to sucker your opponent into going for blocks in a colour you know he can't win, then rendering his hard won spoils useless.

So how do you win a colour? Well, you have a handful of cards showing coloured balloons, with values (1 to 13). And between the players are 4 small boards. The first has one block on it, the second 2 and so on. The boards show whether high or low cards will win on that board. On your go, you place a card either in front of yourself or your opponent on one of these boards. When a board shows one card of each colour for both yourself and your opponent, it is complete. Then the blocks are allocated (according to who has the highest (or lowest) value card in each colour), and that board is cleared and more blocks placed on it.

Sounds very simple, but the strategy is in picking the right colours and boards to compete on. It isn't possible to win everything, so quite early on you need to make colour choices, while still not giving you opponent a free ride. There is some skill involved, and a little card counting helps as well (not obsessively though).

Overall, this is worth a look if you want a simple 2 player game. It is a little longer than it could be at perhaps 45 minutes, and quite dry, but still worth a look. As I said before, it's a Kosmos game, so quite easy to get hold of (relatively speaking) at around £15.

Deadline: Friday 22nd August 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

Riding The Tiger

15 Attacks, 6 Shots, 3-5-2

Goals: Pete 33, Concorde 8

Booked: T.Bettison

Sent Off: Handcuffs

Injuries: Pete (-1 levels)

A curious match, which could have gone either way. A draw was probably a fair result.

2 2

Subway Replicants

52 Attacks, 24 Shots, 3-2-5

Senard 8, Halles 69

Heffalumps

40 Attacks, 16 Shots, 3-2-5

Goals: Belic 90, Taylor 37

Injuries:

The Chocolats start well, but Heffalumps fight back and narrowly take the points.

2 1

The Chocolats

44 Attacks, 17 Shots, 3-2-5

Delicata 27

Noisette (0 levels)

Hanna Barberans

12 Attacks, 12 Shots, 4-4-2

Goals: Morroco Mole 23, 71, 86, Red Baron 47, Xavier 33

Booked: Lillie

Sent Off:

Injuries:

No problems for Hanna, shutting out their opponents.

5 0

Pooch City

0 Attacks, 0 Shots, 3-5-2

Doberman

Mongrel

Hundt (0 levels)

Sine Language

26 Attacks, 14 Shots, 2-6-2

Goals: Times 74

Injuries:

A packed midfield proves successful for Sine Language: perhaps The South could have done better without the injury.

1 0

The South

4 Attacks, 4 Shots, 5-3-2

Cressington Park (-2 levels)

Salford Albion

3 Attacks, 3 Shots, 4-4-2

Booked:

Sent Off: MDMA

Little action at the stadium of death, as neither side wants to attack.

0 0

Pitchwheels IV

10 Attacks, 5 Shots, 3-5-2

Zh

Pooch City

26 Attacks, 16 Shots, 4-3-3

Goals: Cassandra 8, Kandy 12, Mongrel 7, Chan 52, Rodney 90, Marlene 55

Booked:

Injuries: Chan (-2 levels)

6 scorers for Pooch, as their opponents can only muster a consolation penalty.

6 1

Riding The Tiger

0 Attacks, 0 Shots, 3-3-4

Backdoor 85(pen)

Pete

T.Bettison (0 levels)

Pitchwheels IV

15 Attacks, 6 Shots, 4-4-2

Goals: Danenuo 22, 27

Injuries: Fuu (-6 levels), Kim Basinger (-3 levels)

A second win for Pitchwheels, but some serious injuries as a result. Heffalumps will be disappointed.

2 0

Heffalumps

19 Attacks, 9 Shots, 3-2-5

The South

5 Attacks, 5 Shots, 4-4-2

Goals: Thorne 77(pen) (1 pen missed), Hunts Cross 18

Booked:

Sent Off: Hunts Cross, Octahedron

Injuries: D.Beige (-2 levels)

Hanna perhaps play too violently, but at any rate lacked any edge against The South.

2 0

Hanna Barberans

8 Attacks, 4 Shots, 4-3-3

Tendulkar, Morocco Mole

Sawtooth (0 levels)

The Chocolats

2 Attacks, 1 Shots, 4-3-3

Goals:

Booked:

Injuries:

No problems for Sine Language, dominating The Chocolates with frightening ease.

0 4

Sine Language

22 Attacks, 22 Shots, 5-3-2

Times 3, Tetrahedron 53, Octagon 12, 85

Minus

Tetrahedron (-1 levels)

Subway Replicants

42 Attacks, 15 Shots, 3-2-5

Goals: Beardsley 79, Auber 51, Senard 57, Halles 74

Booked: Bangs

Injuries: Halles (0 levels)

Subway surge forward time after time, and Salford have no answer to the ceaseless pressure.

4 1

Salford Albion

11 Attacks, 3 Shots, 4-4-2

Astle 88

Manager of the Month: Peter Stanton(Sine Language)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Sine Language	9	3	0	24	5	19	30	25	886	55	Peter Stanton
Subway Replicants	7	2	3	41	31	10	23	22	856	36	Keith Morton
Hanna Barberans	7	1	4	22	13	9	22	27	637	40	Nic Chilton
Heffalumps	7	0	5	23	19	4	21	16	3969	28	St John Swainson
Pooch City	6	0	6	31	31	0	18	20	1005	27	Howard Bishop
The South	5	1	6	24	21	3	16	8	2057	40	Ian Owen
Salford Albion	4	2	6	15	21	-6	14	27	700	29	John Merry
Riding The Tiger	3	3	6	34	35	-1	12	6	101	22	Chris Tyler
The Chocolats	3	0	9	22	39	-17	9	20	2512	15	Willem Moene
Pitchwheels IV	2	2	8	14	35	-21	8	30	1584	31	Vacant

Absolutely no positional changes this time, but Sine Language open a larger gap at the top. It is now not possible for them to finish lower than 8th, so relegation is almost out of the picture. Likewise The Chocolats and Pitchwheels can't win the league. At the bottom, Pitchwheels have an unexpectedly good session to reinvigorate their chances.

DIVISION TWO

Wacko Wanderers

1 1

Canine City

13 Attacks, 7 Shots, 5-3-2

6 Attacks, 3 Shots, 5-2-3

Goals: Colin 87

Pinscher 34

Injuries: Daz (-4 levels), Darius (-5 levels), Colin (0 levels)

Wacko get mauled, and despite a late equalizer can't make much impact.

The Village Idiots

1 0

Beat Happening F.C.

16 Attacks, 8 Shots, 3-2-5

0 Attacks, 0 Shots, 6-2-2

Goals: David Bey 70

Injuries:

Hit (-1 levels)

The managerless Idiots do better than expected to beat on form Beat, who can offer no resistance.

Classically Decomposed

3 3

Biscuits F.C.

18 Attacks, 9 Shots, 3-2-5

26 Attacks, 12 Shots, 4-3-3

Goals: Khachaturian 1, Mascagni 28, 41

Trio 4, 13, 46

Booked: Mascagni

Kit-Kat

Trio gets a hat-trick (think that's a first) but the Genii match him goal for goal, and it's one point each.

Video Nasties

4 3

Born Free

37 Attacks, 17 Shots, 3-2-5

46 Attacks, 20 Shots, 3-2-5

Goals: NewsAtTen 14, 85, Big Country 21, Dads Army 13

Hyrax 40, Percheron 29, 86

Booked:

Hartebeest

Video are three up before Born Free wake up, and while the away side never give up fighting they can never quite get on terms.

Eardley End

2 0

The Capitols

32 Attacks, 19 Shots, 3-3-4

0 Attacks, 0 Shots, 5-2-3

Goals: Davidson 46, 80

Injuries:

Blob (-4 levels)

No problems for Eardley End, as The Capitols manager also fails to show.

Biscuits F.C.

1 0

Wacko Wanderers

5 Attacks, 2 Shots, 4-3-3

3 Attacks, 2 Shots, 5-3-2

Goals: JaffaCakes 77(pen)

Jasper (1 pen missed)

Booked: Digestive

Sent Off: Kit-Kat

A slender victory for Biscuits, in a match with little between the teams.

The Capitols

13 Attacks, 9 Shots, 5-3-2

Goals: Ebirah 20

Booked: Gunhild, Ebirah

Attack takes the day for the Idiots, as the Capitols can't even defend at home.

1 2

The Village Idiots

29 Attacks, 13 Shots, 3-2-5

Earnie Shavers 59, Ron Lyle 36

Born Free

25 Attacks, 7 Shots, 3-2-5

Goals: Percheron 74

Booked: Hartebeest

Born Free win more easily than the scoreline suggests.

1 0

Classically Decomposed

6 Attacks, 3 Shots, 4-4-2

Torelli

Beat Happening F.C.

28 Attacks, 14 Shots, 3-2-5

Goals: Tired 28

Booked: Nine

Injuries: Nine (-4 levels), Stam (-4 levels), Edge (0 levels)

Nasty injuries all round, but Beat have no problems dominating all the same.

1 0

Video Nasties

1 Attacks, 0 Shots, 5-3-2

Simpsons (-3 levels)

Canine City

15 Attacks, 6 Shots, 4-3-3

Goals: Collie 53

Booked: Collie

Injuries:

A cagey contest, and Armstrong's late goal ensures a fair result.

1 1

Eardley End

10 Attacks, 3 Shots, 3-3-4

Armstrong 81

Sola (0 levels)

Manager of the Month: Simon Brooks (Biscuits F.C.)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Video Nasties	9	1	2	29	13	16	28	18	834	27	Graham Thomas
Biscuits F.C.	6	5	1	19	11	8	23	11	2760	37	Simon Brooks
Beat Happening F.C.	7	0	5	32	21	11	21	27	391	36	Andrew MacAlister
The Village Idiots	7	0	5	15	18	-3	21	30	1179	35	Vacant
Canine City	4	4	4	25	21	4	16	15	1773	22	Arthur Owen
Born Free	4	3	5	28	19	9	15	10	975	29	Dave Carter
Wacko Wanderers	4	2	6	13	21	-8	14	0	2259	17	Pete Burrows
The Capitols	4	1	7	16	27	-11	13	0	1676	10	Alex Bardy
Eardley End	2	5	5	14	25	-11	11	16	2353	39	Mike Parnaby
Classically Decomposed	1	3	8	9	24	-15	6	10	817	22	Dave Gittins

Biscuits edge closer to the leaders, but they've still some work to do to catch up. Meanwhile, Beat Happening find managerless Village Idiots, now performing strongly without the yoke of their old manager to hold them back, are breathing down their necks. The top four now seem to have pulled clear of the rest.

Further down, things were close before this session, and still are. Born Free jump straight out of relegation trouble, putting The Capitols back in it. Eardley End have a good session, but not quite good enough to pull them up a place. Still, things look rosier, but not for Classically Decomposed who are in big trouble, and realistically may need 4 points per session or more to have a chance of staying up.

DIVISION THREE

Siwo Prisoners

25 Attacks, 8 Shots, 3-2-5

Goals: Gogol 36

Booked:

No problems for Siwo, until Morning Star get a late and unlikely looking penalty to sneak a point.

1 1

Morning Star

0 Attacks, 0 Shots, 5-3-2

Knox 83(pen)

Delmar

Lanchester

9 Attacks, 3 Shots, 4-2-4

Goals:

Booked:

0 1

Tantoine F.C.

7 Attacks, 2 Shots, 5-3-2

IG88 65

Kenobi, Jenice

Lanchester go for the long ball option, as Tantoine try to shut up shop, and succeed, getting a goal on the break as well for an unexpected away win.

Moss Side Streetfighters

58 Attacks, 22 Shots, 3-2-5

Goals: Gide 68, Collins 80, Eco 74, Pynchon 63

Booked: Byron

Sent Off:

Injuries:

4 2

Grand Prix Rovers

39 Attacks, 14 Shots, 3-2-5

Taurus 55, Orion 15

Diniz

Taurus (-1 levels)

Grand Prix must have felt they had this match wrapped up, scoring in the first half and then going 2 up just after the break. But Moss Side weren't slow in coming forward, and when they finally got it right the goals flowed.

Midkemia

23 Attacks, 23 Shots, 3-2-5

Goals: Loriel 48, 62, Arutha 18, Timons 26

Booked:

Injuries: Landreth (-5 levels), Natal (0 levels), Christie (-1 levels), Loriel (0 levels)

A game full of critical goals, and injuries for Midkemia.

4 3

Maidswater

12 Attacks, 5 Shots, 2-4-4

Taunton 57, Diamond White 6, Kestrel 45

Taunton, Strongbow

Tantoine F.C.

25 Attacks, 11 Shots, 4-4-2

Goals:

Booked: Kenobi

A late Shashlik goal for Spice rewards their attacking play.

0 1

The Spice Of Life

16 Attacks, 8 Shots, 3-2-5

Shashlik 90

Bhaji

Maidswater

15 Attacks, 14 Shots, 4-2-4

Goals: Limoncello 10, Metz 90, Pastis 20

Booked: Ricard

Sent Off:

Injuries:

3 2

Siwo Prisoners

10 Attacks, 6 Shots, 3-4-3

Ivan 21, Gontsjarev 34

Fabio

Ivan

Eta (-1 levels)

A close run thing which is only decided in the last minute by a Metz goal for Maidswater.

Grand Prix Rovers

39 Attacks, 17 Shots, 3-2-5

Goals: Sirius 16, 25, 65

Booked: Schmeichel, Mars

3 goals for Grand Prix, you cannot be Sirius! Well, he was, and they did as Lanchester fail to make their better league form count.

3 0 Lanchester

13 Attacks, 5 Shots, 4-3-3

Morning Star

6 Attacks, 4 Shots, 4-4-2

Goals: Rorschach 89

Booked: Brauner, Mulatto

Injuries:

A fair draw, and both sides may be happy with the result.

1 1 Moss Side Streetfighters

8 Attacks, 8 Shots, 3-2-5

Rosedale 59

Byron (-1 levels)

The 'A' Team

19 Attacks, 12 Shots, 4-4-2

Goals: Albion 67, Anteater 80

Booked:

Sent Off: Arbroath

2 1 Midkemia

15 Attacks, 8 Shots, 3-2-5

Jonril 61

Carse

A late comeback for The A Team, who in fairness deserved at least a point.

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

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Midkemia	8	1	3	31	19	12	25	9	1755	34	Richard Tarver
The 'A' Team	7	2	3	20	12	8	23	15	3833	34	Mick Haytack
Moss Side Streetfighters	6	2	4	20	16	4	20	10	6092	35	Martin Waterson
Grand Prix Rovers	5	2	5	26	24	2	17	0	107	36	Richard Ramsden
Siwo Prisoners	5	2	5	21	19	2	17	28	2427	39	Mike Wassall
Lanchester	5	2	5	19	20	-1	17	25	443	21	Graham Ross
The Spice Of Life	5	1	6	17	18	-1	16	17	1169	29	Paul Cockayne
Maidswater	5	0	7	19	28	-9	15	14	222	31	John Walker
Tantoine F.C.	4	1	7	12	19	-7	13	22	1465	26	Mark Stretch
Morning Star	2	3	7	7	17	-10	9	14	-407	31	Brain In A Jar

Midkemia's lead is diminished: can they hold on for the title? A good session for Moss Side seems them leap from Lanchester and Siwo into the third promotion spot. Grand Prix do the same, who just shows how close things were. Not so much now though: the top three have a 3 point gap. Mind you, things have closed up remarkably behind them, and 6 or 7 teams are still in with a realistic chance of promotion. Even Maidswater and Tantoine aren't completely out of it, if they can put a good run together.

Speaking of whom, there's no position changes in the bottom four, all of whom perform well, and morning star in particular must be pleased not to lose a match. If they could only score some goals they'd be dangerous.

FA Cup Quarter Finals

Riding The Tiger

34 Attacks, 9 Shots, 3-2-5

Goals: Shakti 76, A.Read 64

Sine Language struggle for once, despite non-stop attacking. Their play here resembles Arkham of old, and we know how successful they were.

2 2

Sine Language

61 Attacks, 28 Shots, 3-2-5

Tetrahedron 41, Zero 90

Maidswater

45 Attacks, 16 Shots, 2-5-3

Goals: Duval 46, 86, Mule 11

Booked: Hooch, Tequila, Oranjeboom

Again, the result of a cup game changes in the last minute as Siwo sneak in a fourth goal. Maidswater had plenty up front, but a complete inability to defend.

3 4

Siwo Prisoners

19 Attacks, 19 Shots, 3-2-5

Dani 26, 58, Queen 69, Gontsjarev 90

The South

43 Attacks, 18 Shots, 3-3-4

Goals: Cressington Park 70, D.Beige 27, E.Heskey 68

Booked: Custard Creams

.In any other season this would be a shock defeat for The Chocolats, but it seems par for the course this time. In a close game, a draw might have been fairer though. Still, that's cup football.

3 2

The Chocolats

41 Attacks, 20 Shots, 3-2-5

Delicata 70, Vanilla Dreams 81

Noisette

Grand Prix Rovers

6 Attacks, 2 Shots, 3-2-5

Goals: Diniz 87

Booked:

Sent Off: Saturn

Injuries: Mars (0 levels)

Beat looked towards the replay, and weren't too far away from it.

1 0

Beat Happening F.C.

7 Attacks, 3 Shots, 6-2-2

T.B.Fever

Semi Final Draw

Grand Prix Rovers v The South
Siwo Prisoners v Sine Language OR Riding The Tiger

Matches will be at neutral grounds

CLEAN SHEETS/NMRs

No orders from Salford Albion, Lanchester (-1 GPP season 8). Clean sheets from 14 teams, and 1 GPP (season 8) goes to each of Pooch City, Video Nasties and Moss Side Streetfighters.

NMRs This Season: Moss Side (2), Salford Albion (1), Lanchester (1).

Premier League Shield: The Final

Sine Language

1 0

Grand Prix Rovers

57 Attacks, 20 Shots, 3-2-5

44 Attacks, 16 Shots, 3-2-5

Goals: Octagon 41

Booked: Williams

Both sides go for strong attacking line ups, which led to an open game but few goals as both 'keepers performed well. Sine Language got the win with a goal at the end of the first half, giving them the first trophy of the season. I've a feeling it won't be their last: they could still win everything. Congratulations have to go also to Grand Prix though, who put in a sterling performance.

Youth Cup Round 2

**Moss Side
Streetfighters**

0 0

The Village Idiots

(Moss Side Streetfighters win 4-3 on penalties)

4 Attacks, 3 Shots, 4-2-4

0 Attacks, 0 Shots, 5-3-2

Booked: Big Daddy

Injuries: Dorset (-6 levels)

A hideous injury to Dorset puts him out for the season, and to make things worse the game goes to penalties. Moss Side start poorly with star Dostoevsky missing, whereas Sullivan nets for the Idiots. But after that, everything changes, as Moss Side's quality youth players show their true worth and the Idiots rookies fade off, fluffing 2 chances.

Beat Happening F.C.

0 3

Canine City

6 Attacks, 6 Shots, 5-3-2

4 Attacks, 4 Shots, 5-2-3

Goals: Poodle 72, Afghan 13, Corgi 72

Booked: Blissett
Boxer

Injuries: Conventional (0 levels)

No problems for Canine, scoring from almost every attack not many attacks, but then they didn't need them.

Tantoine F.C.

0 0

Biscuits F.C.

(Biscuits win 4-1 on penalties)

3 Attacks, 0 Shots, 5-3-2

3 Attacks, 1 Shots, 4-3-3

Booked: Dodger, Ryan

A drab match between two poor defensive sides, and the penalties really are the highlight. Goalie Kenobi just grazes the wrong side of the post to put Biscuits one up early on. Skeeve scores, but while Biscuits score every time, Tantoine can't find the net, and the fifth penalty isn't even needed.

Pooch City

1 2

The 'A' Team

19 Attacks, 7 Shots, 3-3-4

18 Attacks, 18 Shots, 4-2-4

Goals: Trudy 18
Arnie 27, 77

Booked: Anteater

Pooch start well, but manager Haytack sees his side come out on top eventually in a close match.

Maidswater

9 Attacks, 9 Shots, 4-4-2

Goals: Duval 28, Limoncello 83

Sent Off:

Injuries:

No probs for Maidswater, with Salford not even getting out of the blocks. Injury to Merry didn't help.

2 0

Salford Albion

0 Attacks, 0 Shots, 5-3-2

Crack

Merry (-3 levels)

Siwo Prisoners

5 Attacks, 5 Shots, 3-3-4

Goals: Connelly 90

This time a late goal makes no difference, as Grand Prix look convincingly stronger throughout.

1 2

Grand Prix Rovers

13 Attacks, 8 Shots, 4-4-2

Senna 33, 69

Hanna Barberans

28 Attacks, 19 Shots, 4-3-3

Goals: Captain Caveman 1

Booked: Frederick Jones, Shaggy, Captain Caveman, Red Baron

Injuries:

Sine Language can count themselves a little lucky in this one, as Hanna fluff chance after chance.

1 2

Sine Language

8 Attacks, 8 Shots, 4-3-3

Cube 19(pen), Euclidean 77

Real

Hexagon (0 levels)

Riding The Tiger

28 Attacks, 28 Shots, 3-2-5

Goals: Spurt 12, Sheath 36, SixtyNine 3, 88, Handcuffs 5, Jism 46

Injuries:

For the Youth Cup, this is an overwhelming victory which may make Riding the favourites to carry off the cup.

6 2

Midkemia

16 Attacks, 8 Shots, 3-2-5

Jonril 50, Jeffers 33

Barak (0 levels), Jonril (-4 levels)

Youth Cup Draw

Here's the revised draw. We could have Sine Language v Riding The Tiger in the semi's, which might be entertaining although The 'A' Team might have something to say. No weak teams left now.

Quarter Finals	QF	SF	Final
Moss Side Streetfighters	V		
Maidswater		V	
Canine City	V		
Grand Prix Rovers		V	
Tantoine FC	V		
Sine Language		V	
The 'A' Team	V		
Riding The Tiger		V	

PRESS

Eardley End-GM: Brain In A Jar-I know I'm new but who the hell is it!!! Or is this an attempt to remain anonymous?

((A successful attempt to remain anonymous! He used to use the name Kevin, but no last name, but the that changed. I don't know who he is, except that compared to him David Oya looks almost sane and rational. I think he lives in Washington, or very close. No, not that Washington, although that would explain the anonymity. George Bush, come on down?))

Morning Star-Eardley End: Not a Guisborough Town supporter by any chance? They must have some of the weirdest home support I've ever come across. ((Coming from Mr Weird of Weirdsville, that's quite a statement.))

Morning Star-GM: Another rsession, another 3 points. . .and another copy of TPL arrives with its stamp unfranked. . .there it is on the envelope, clocking up a few extra miles. ((Hasn't this run coincided with you being renamed Brain In A Jar? Coincidence? I think not.))

Morning Star-GM: Within the next couple of weeks you should receive a copy of the Frankenstein Sound Lab international monthly email newsletter. I'll put a plug for TPL in it. I've already started one aimed at the North East, mainly concerned with promoting my market stalls (I put a plug for TPL in that too...any response?), and figured I could put out basically the same thing, local references edited out, for a wider audience. As Morning Star is now officially the FSL works team, I'll probably issue occasional updates on their progress, with links to TPL, in these newsletters. ((No responses, no. Think I'll have to start a recruitment drive.))

WAITING LIST

On the waiting list is nobody, with at least two vacancies to be filled.

CHANGES OF ADDRESS

None notified.

LEADING SCORERS

Will anyone ever score any goals in Division 2? Trudy continues to score in Division One, although he barely needs to bother now, while Sine Language get a player in the chart at last. In Division 3, Albion of The 'A' Team joins in the hunt after a good session, while Ivan and Taurus stay level at the top with one extra goal each.

Division 1	Division 2	Division 3
Pooch City Trudy 19	Video Nasties Dads Army 9	Grand Prix Rovers Taurus 12
Sine Language Octagon 10		Siwo Prisoners Ivan 12
Subway Replicants Auber 10		The 'A' Team Albion 11
Subway Replicants Senard 10		Grand Prix Rovers Sirius 11
Subway Replicants Goncourt 9		Maidswater Duval 10
		Grand Prix Rovers Orion 9
		Maidswater Oranjeboom 9

QUESTIONS & SUGGESTIONS

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

Cup Replays

Andrew MacAlister Are cup replays the next session or should I submit a team in the same session? ((Generally the next session, except towards the end of the season when we run out of time! Best way to check is in the fixture list for the season which was in the close season issue. As a player aid, I try to write on the back page if replay instructions are required, but not infallibly so.))

Backroom Boys

Option 1 was a reserve price, option 2 was extra types, option 3 was a new mechanism to encourage older players.

Peter Stanton (phone response)

Peter likes the idea. It would make things a bit harder, which is a good thing.

Peter suggests that Youth Coaches could be made positional, eg a Df Youth Coach would only be able to train a Df youth player. If this was done, I would need to up the youth coach limit, and could perhaps allow coaching a player twice if it took 2 yc's?

((That would fulfil most of my criteria for BRB's (it doesn't require too much programming, although a bit tricky to put on the order sheet, it's not disproportionate and it's realistic.))

Brain In A Jar

Perhaps you could just stop putting any backroom boys in the auction, so that anyone who wants one has to develop them from within their own ranks. You could still allow individual teams to place their surplus BRBs in the auction, as at present.

Other than that, going ahead with your options 1&2 seems fine.

((Mmm, I do like having some in the auction.))

Andrew MacAlister

I think that your idea of backroom boys is a brilliant idea but I am against reserve prices. The problem at the moment is that you are putting too many into the auctions.

At the beginning of a season they fetch a good price but then the market becomes saturated. You can only use one physio, one coach, one groundsman. You could stop putting them into the auctions once one fails to realise a certain amount.

((An interesting alternative. I agree that the market is saturated, and I agree that stemming the flow through the auction would help, but it's a solution that I'm not very keen on, if only because we could end up with some tiny auctions, and the auction does add colour. I agree reserve prices is a bit artificial.))

StJohn Swainson

Option 2 seems fine for next season. I'm not sure low auction prices are any problem. It is a tactic- don't have Age V players to turn into backroom staff and gamble on getting them (cheaply) in the auction.

Still, I don't think a reserve price is too bad. Option 3 is interesting-I'll think about it!

((Think away. You're right in that it is a tactic, but I'd like to make it a slightly more challenging one!))

Mike Parnaby

Definite [in favour of?] first two options except I would maybe add more than one new type. The second part, option 3 is great. At present all older players are only worth keeping until they hit age V. If we could find a way to prolong their playing life it would benefit the manager to convert them later for longer contracts. As you say, this would make for a greater age range of players.

((I'd probably only add one new type-for now anyway. Just because of the programming involved, if nothing else.))

Graham Thomas

I'm happy with your suggestions for new types-what about specific types of coach such as:

-Diving Coach-gives x% chance of winning a penalty.

-Robbie Savage Coach-an x% chance of injuring a named opponent.

The ageing idea should work well also, but it's not that easy currently to get the coaching right so as to create backroomers.

((Robbie Savage sounds artificial, and more importantly is difficult for me to program! A diving coach I would have said was unrealistic a while back, but I was only reading the other day about some players admitting they'd been coached on diving in an academy, so maybe not. Would actually be easy to implement.))

Mike Wassall

Not keen on change for backroomers.

((Fair enough Mike, but would you care to elaborate before you get drowned out?))

John Walker

I'm in favour of your backroom boy amendments and await with interest the new options.

Overview

((OK, so overall then, there's a broad feeling in favour, but some dissent over exactly what you're in favour of. Reserve prices aren't universally popular, and maybe I won't go with that one, but there's a lot of enthusiasm for new types of BRB. Option 3, age related BRB's, seems very popular with some, and nobody is vociferous against it. We also have another option, of restricted BRBs in the auction.

I'm sure some of you still have some comments to add, or responses to make. More please!))

Charities

OK, I had lots of responses, and I can see a problem arising, in that everyone wants a different charity!

This would not be fun to run! So, I could just be autocratic, and decide myself on a small list. That might be best, although Brain In A Jar has an alternative plan:

Brain In A Jar

How about a charity competition? Something like

1) Everyone sends their cheques made out to you. These go into a charity fund.

2) You devise a competition over several rounds (or use something extant, like Non-League connections)

3) Each person taking part nominates their own chosen charity.

4) When the competition is over, you allocate a percentage of the total fund to each of the chosen charities on a sliding scale. . .winners charity gets most, and so downwards.

((Not a bad plan: we could do a charity balloon game. Throwing charities out of a balloon is not perhaps in good taste, but still...))

SUSPENSIONS

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

Some problems for Salford, but The South look worse off.

Salford Albion; MDMA (Df, 2), Crack (Mf). **The Capitols;** Ebirah (Mf). **The 'A' Team;** Anteater (Fw), Arbroath (Sw).

Riding The Tiger; Handcuffs (Df). **Tantoine F.C.;** Kenobi (Gk). **The South;** Octahedron (Fw, 2), Hunts Cross (Mf, 2).

Grand Prix Rovers; Saturn (Mf), Diniz (Df/Fw). **Pooch City;** Mongrel (Mf). **Born Free;** Hartebeest (Gk). **Morning Star;** Brauner (Df), Mulatto (Fw). **Biscuits F.C.;** Kit-Kat (Mf/Fw). **Siwo Prisoners;** Ivan (Fw).

THE AUCTION

And the results of the last auction were:

1) Youth Coach I	384k	Video Nasties	
2) Mf Sby 5(2)	557k	Riding The Tiger	Wicked Willie
3) Gk Sby 5(2)	640k	Eardley End	Krafft
4) Sw/Df I 12(2) (12 DPs)		NO LEGAL BIDS	
5) Fw II 13(2)	705k	Canine City	Blake
6) Df/Mf/Fw IV 9(0)	281k	Hanna Barberans	Rock Bash
7) Gk V 8(2)	186k	Sine Language	Topology
8) Old Dog, New Tricks	80k	Pooch City	
9) Maine Road	9k	Moss side Streetfighters	

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 (or so I thought.)

Nobody commented, but the last auction was a bit messed up. I forgot to state reserve prices, and lot 4 had no age. It was of course age I as the sequence probably told you. As I've said many times, I state reserve prices merely as a service: they still apply if I miss them off. Some real bargains resulted, for those managers who could actually be bothered to work out what the price should be and bid just above it.

A decent price for the Youth Coach though, which is good., and lots of interest in lot 2, although this didn't translate into a very high price. The Gk Sby is less sought after, but those that want him really do want him. Our age one player doesn't go, while Canine get a bargain in Blake, even if it is close to the end of the season. Rock Bash costs less than a Youth Coach, but could be turned into one and gets some cp's in in the meanwhile, and likewise for Topology. Old Dog, New Tricks extends Doberman's life for Pooch, in what was a very canny bid.

Unexpectedly tough bidding for Maine Road, with opinion divided between keeping it for sentimental reasons and burning it down. Pooch opened the bidding, and I'm sure that the fact that the manager was an Oldham fan has nothing to do with anything, but the matches were at the ready until a mysterious Dutch consortium outbid them. The chairman of Wacko Wanderers was heard to misguidedly say "Must be a benefit in their somewhere", (he obviously doesn't know me very well) which led to a third bid going in. Just as it looked like Wacko would have a spare ground, however, a late bid from Moss Side came in. As Maine Road is in Moss Side, this does make some sense, and it'll be interesting to see the new owner's plans for the ground. Not since the witch doctor has a useless lot caused such interest!

SALES & DEALS

Lots of non-league sales this time:

Morning Star sell Brown (Gk), Ash (Df), Byron (Df), Black (Df) and Blanc (Fw) for 275k and finally break their financial deadlock. Subway Replicants sell Galte (Mf), Uno (Mf), Duo (Fw) and Sevres (Df) for 400k. Hanna Barberans sell Lindwall (Df), May (Df), Gooch (Mf), Weeks (Mf), Barrington (Mf) and Nice (Mf) for 1010k. Sine Language sell Pentagon (Sw), Hexagon (Df), Trees (Df), Tangent (Mf) and Circumference for 780k. Heffalumps sell Langston (Fw) for 180k. The South sell Scab (Mf) for 150k. Pooch City sell Tebbit (Sw/Df) for 210k. Eardley End sell Massey (Mf), Arkham (Gk), Miskatonic (Sw) and Dunsany (Df) for 165k. Canine City sell Schnauzer (Df) for 60k. Wacko Wanderers sell John (Sw), Andy (Df), and Jack (Fw) for 670k. Video Nasties sell Kiljoy (Df), Oprah (Mf/Fw) and Eastenders (Fw) for 760k. Pitchwheels sell Cos (Gk), Yam (Df) and Pea (Df) for 370k, The Spice of Life sell Korai (Df), Saag (Mf) and Aloo (Fw) for 105k.

The transfer deadline has now passed: no more auctions or transfers until the close season.

THINGS WHICH HAVE REALLY PISSED ME OFF THIS ISSUE

by Dave Gittins

If I told you that I'd been deliriously happy since the last issue of TPL, that I hadn't complained to a shop assistant, that I hadn't told a work colleague to engage their brain once in a while and that I'd not hooted my car's horn at some lunatic in front of me who appeared to be incapable of reacting to a traffic light turning green, then I'd be lying.

Nannyng

A recent visit to a local soft play facility had a less than happy outcome. Upon booking the boys in, we were told that the area they both generally play in was restricted to over-4's only, thus barring my two-and-a-half year old from this section and leaving him with just a small ball pool and a few soft animal-shaped things to play with (generally once they're over about 15 months, they're bored with this). When I pointed out to the assistant that he'd been happily playing in this newly-restricted area since he was 18 months old without being either injured or scared, the reply was "It's nothing to do with us, it's the Health and Safety people".

Ah, the good old Health and Safety people, whatever did we do without them? I agree that there needs to be some regulation, but in an area where parental supervision is mandatory and where everything is padded so as to prevent any serious injuries, the restriction seemed somewhat over the top. Of course, what the Health & Safety people can't help me with is calming a distraught toddler who'd been looking forward to having a bit of fun.

It's as bad in the workplace. Jon works for me. Jon fell down the stairs the other week. Jon freely admits he forgot the stairs were there because he was too busy staring at a short-skirted female colleague. Within five minutes, the place was swarming with first-aiders and someone waving an accident book around. Jon had merely wounded his credibility and his left ankle and wanted no fuss. But no, the accident book had to be filled in and he had to be interviewed by a Group Health & Safety Officer. Presumably there will be a short skirt warning sign placed near the stairs over the next week or two.

Then there's the drive to add fluoride to our drinking water, campaigns telling us to eat less, drink less and smoke less (not that I'm a smoker), scares about just about every type of food we eat, etc, etc.

Don't get me wrong, I want a safe society, but when you purchase a bag of peanuts that warns you that the product may contain nuts, you know things have gone that little bit too far.

Eurovision Song Contest

What an almighty fuss about the UK entry in this year's competition scoring the humiliating "nul points". I had actually heard the song prior to the contest and had remarked to a friend that it sounded like the sort of tune that even a Pop Idol runner-up would think twice about recording. Therefore its poor showing did not surprise me.

What did surprise me was all the nonsense about tactical voting due to Iraq and Europe-wide dislike of Tony Blair. Talk about clutching at straws. The song was rubbish, live with it and move on.

I did get round to thinking about how "Cry Baby" by Jemini (yes, poor spelling as well as a poor song!) was selected in the first place. Has anyone any ideas? This used to be a pretty high profile event, perhaps on a par with today's voting for "Stars In Their Eyes" Grand Finals and the like. But when, where and how does it happen today? It seems to be so unimportant to us these days that I'm surprised we even bother to enter it, let alone complain about not scoring any points.

No Football

Yes, summer's here and there's no regular match reports of managers abusing referees, dropped players abusing managers, and Alan Smith being sent off. Instead we have acres of newspaper reports about players supposedly moving clubs, the yawn-inducing build-up to international games and the even more yawn-inducing international games themselves, particularly if it's an England friendly, a.k.a. Pass The Armband. Roll on August.

Any thoughts and comments on the above are welcome as indeed they are about any other topic you may care to introduce to the TPL readership. 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

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

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

DIVISION 2

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

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

DIVISION 3

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

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

FA CUP Quarter Final Replay

Sine Language v Riding The Tiger

YOUTH CUP Quarter Finals

Matches will be at a neutral ground

Moss Side Streetfighters v Maidswater
Canine City v Grand Prix Rovers
Tantoine FC v Sine Language
The 'A' Team v Riding The Tiger