

This is the United section of eHopscotch243, from Alan Parr, 6 Longfield Gardens, Tring, HP23 4DN

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Deadlines for H244 (You can also find the following dates in each of the other sections.)

ultra-early United deadline	0900, Monday 22 <sup>nd</sup> September 2008
d/I A - United early deadline, RR deadline	1700, Friday 26 <sup>th</sup> September
d/I B - United final deadline	1700, Friday 3 <sup>rd</sup> October
d/I C - all other games	1100, Sunday 5 <sup>th</sup> October
Publication of H243 should be no later than	Saturday 11 <sup>th</sup> October
Missing items enquiries	Saturday 18 <sup>th</sup> October
Dates for <u>H245</u> may be	10 <sup>th</sup> , 14 <sup>th</sup> , 21 <sup>st</sup> , 23 <sup>rd</sup> , 29 <sup>th</sup> November, 6 <sup>th</sup> December 2008

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United

Just occasionally there's a quieter day or two at Tring Towers, and I've had a moment or two to think about the points I flagged up a couple of sessions back, about there being too much money and too many playing levels in the game. So here's an early warning that (a) at the end of this season I reserve the right to tax club balances, which I haven't done for some seasons. It'll be later this season before I can give details, but last season saw a rise of getting on for 50% on the total amount in club's accounts and that's clearly way too high.

(b) It's even more important to do something about the increase in playing levels and those players with high levels who could still be playing when drawing their old age pensions. So here are first thoughts on possible adjustments. Normally I'd try to give at least a season's notice, but this is urgent enough that I expect to have to do something about it at the end of the present season:

\* F.2.1 is about coaching. The current rule says: For normal players 1VP (see Rule J.2) can be used to raise a DF, MF, or FW by one level; 2VPs are needed to raise a GK or SW by one level. A player of level 10 or above needs twice as many VPs for each coaching as would be needed if he were below level 10.

I intend amending the final sentence to read: A player of level 10, 11, 12, or 13 or above needs twice as many VPs for each coaching as would be needed if he were below level 10. A player of level 14, 15, 16, or 17 or above needs three times as many VPs for each coaching as would be needed if he were below level 10. A player of level 18, 19, 20, or 21 or above needs four times as many VPs for each coaching as would be needed if he were below level 10. Any players of still higher levels will require even more VPs.

\* F.3.1 is about ageing. The current rule says: As players get older their effectiveness declines, and at the end of his first season (i.e. his age I season) a player loses two levels. He loses four levels at the end of each of his age II, III and IV seasons, six levels at the end of his V and VI seasons, and eight levels every season thereafter ....

I intend that players up to an including age II age as at present, and older players age by losing two more levels that their age – e.g. age III lose 5 levels, age 7 lose 9, etc.

Comments are of course welcome, but I am convinced I ought to do something and do it sooner rather than later.

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.....Division One

HAMPHILL RANGERS	0	WASHINGTON REDSKINS Tuscarora 31,71; Seminole 68	3
JOKERS WILD	0	DROPOUT CITY Grandiose 23	1
LIVERPOOL TRAWLERS Kelt 21; Keel 73; Algaeonso 85	3	TOOT & SPONGE Vulture 4	1
MANCHESTER UTD Scholes 20; Brennan 26	2	TYRINGE VIKINGS	0
NEMESIS Bosch 12; Frog 53	2	TAU CETI HYPERSPACERS	0
DROPOUT CITY Grandiose 6,33	2	LIVERPOOL TRAWLERS Oysterilio 19;Kelt 31;Algaeonso 79	3
HAMPHILL RANGERS	0	JOKERS WILD King 8; Ince 9; Owen 56	3
TYRINGE VIKINGS	0	NEMESIS Tiger 57; Carp 83	2
TOOT & SPONGE	0	MANCHESTER UTD Crowther 48; Scholes 69	2
WASHINGTON REDSKINS Seminole 36	1	TAU CETI HYPERSPACERS	0

.....Division Two

CLIFTONVILLE UTD Edgar 33; Stanley 45,54p	3	SUNDERLAND IC	0
EPSOM EGOTISTS	0	BUCKS FIZZERS	0
EVERTON Darwin 46	1	RAINBOW ROVERS	0
GAMMA HACKERS	0	PIPPIN'S TIGERS Tower 9,49; Phoenix 48	3
LATHKILL Peony 80	1	NEWCASTLE VETERANS	0
BUCKS FIZZERS Landzaat 9; van Bronckhorst 13	2	EVERTON Bordieu 44; Darwin 80	0

CLIFTONVILLE UTD	0	EPSOM EGOTISTS	0
PIPPIN'S TIGERS	0	LATHKILL	0
RAINBOW ROVERS Rain II 41	1	GAMMA HACKERS Seignosse 26	1
SUNDERLAND IC Hartley 40	1	NEWCASTLE VETERANS Spring 41; Wooster 43	2

.....Division Three

BLANTYRE Jura 13p; Ooban 82	2	SURREY SAUCES	0
BOYS DE BOULOGNE Nkeel 42; Group 48,69	3	ATHLETICO CHIPPING SODBURY Barolo 36	1
BYZANTIUM PILLAGERS	0	RUSH NECROMANCERS Hughes 10	1
CLEVELAND BROWNS	0	MILL HILL SUBURBIA	0
HORSHAM JOGGERNAUTS Baron 29	1	LUDDITES AFC	0
ATHLETICO CHIPPING SODBURY Akagai 17; Barolo 64,89; Polenta 71; Sagwala 78	5	BYZANTIUM PILLAGERS Sukur 30; Dandolo 59	2
BLANTYRE Strontian 16; Tyndrum 56	2	BOYS DE BOULOGNE Vaporate 7	1
MILL HILL SUBURBIA	0	HORSHAM JOGGERNAUTS Hamish 53	1
RUSH NECROMANCERS	0	CLEVELAND BROWNS	0
SURREY SAUCES	0	LUDDITES AFC Flint 35p	1

.....FA Shield, round 2

BOYS DE BOUL Expuppy 8,36; Group 21,75; Njune 33	5	CLIFTONVILLE UTD Edgar 18; Warwick 24; Gordon 46	3
BUCKS FIZZERS Gago 90	1	EPSOM EGOTISTS	0
HORSHAM JOGGERNAUTS	0	PIPPIN'S TIGERS Phoenix 18,81; Ash 24,87; Kangol 51	5
NEMESIS Tiger 92 (after extra time)	1	LIVERPOOL TRAWLERS	0
NEWCASTLE VETERANS	0	JOKERS WILD King 1,60; Ince 53; Tardelli 78	4
PLANNING SCUPPERED 33d, 73d	2	MANCHESTER U Scholes 1,37; Brennan 17,57; Greaves 26	5
RAINBOW ROVERS	0	WASHINGTON REDSKINS Tuscarora 18	1
SUNDERLAND IC Woods 2	1	DROPOUT CITY Grandiose 3,8,90; Killjoy 50	4

.....SuperCup, first round, second leg (shots shown in [brackets])

ATHLETICO CHIPPING SODBURY [6] Barolo 18	1	HAMPHILL RANGERS [6]	0
BUCKS FIZZERS [2]	0	NEMESIS [11] Giraffe 72	1
BYZANTIUM P [8] Mehmetli 38; Dandolo 39; Encarnation 81	3	BLANTYRE [6] Oban 1; Mallaig 71	2
DROPOUT CITY [20] Grandiose 52,60,88	3	PIPPIN'S TIGERS [7] Tower 68	1
EPSOM EGOTISTS [14] Beta 26; Chip 39; Alpha 57	3	MILL HILL SUBURBIA [4]	0
EVERTON walked over by		BOYS DE BOULOGNE	
JADED WASHOUTS [12] 4m; 61m; 83m	3	SURREY SAUCES [7] Dingle 15; 39p	2
JOKERS WILD [17] King 69	1	SUNDERLAND IC [1]	0
LIVERPOOL TRAWLERS walked over		ARTHRITIC MINERS	
LUDDITES AFC [5] Donor 18; Minolta 50	2	HORSHAM JOGGERNAUTS [6] Baron 49	1
NEWCASTLE VETERANS [11] Tribeca 74; Mercerless 84	2	LATHKILL [4]	0
RAINBOW ROVERS [7] Rain II 14	1	JOLLY MILLERS [1]	1
RUSH NECROMANCERS [4]	0	GAMMA HACKERS [0] Plockton 5p	1
TAU CETI HYPERSPACERS walked over by		MANCHESTER UTD	
TYRINGE VIKINGS [14] Mann 3; Drogheda 60.81	3	CLIFTONVILLE UTD [0]	0
WASHINGTON REDSKINS [9]	0	TOOT & SPONGE [0]	0

(winners on aggregate: ACS 1-0 Nemesis 4-0 Blantyre 5-3 Pippin's 3-3 (away goals) Epsom 3-0  
Boys de Boulogne w.o. Jaded Washouts 5-3 Jokers 2-1 Liverpool Tr w.o. Horsham 5-3 Newcastle V 5-1  
Rainbow Rovers 4-0 Gamma Hackers 1-0 Manchester Utd w.o. Tyringe V 5-0 Washington Redskins 5-0 )

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.....Comings and goings Welcome to Trevor Taylor who's taken command at Cleveland Browns. Thanks once again to Pete Burrows for locating another new manager; Trevor's a work colleague of Pete's. His email address is [trevort@jsmeng.com](mailto:trevort@jsmeng.com)

.....Ultra-early orders 26 (23 last time) clubs got their orders to me by 9am-ish Monday in advance of the normal early deadline and get the award of 40k. A special mention to Trevor Taylor, whose orders arrived within a couple of days of receiving the rules and teamlist.

The clubs which did not win the 40k award were Tau Ceti Hyperspacers, Everton, Gamma Hackers, Sunderland IC

.....Early VP The 26 clubs indicated above all won the early VP as well as their 40k.

Early VP but no 40k: Gamma Hackers, Sunderland IC.

Early VP awarded but no 40k or entry to the auction: none.

Orders arrived in time for d/IB (i.e. were not in time for the early VP) from: none.

Orders arrived after d/l but in time to be used: none.

NMRs from: Tau Ceti Hyperspacers, Everton.

You're welcome to e-mail (subject line HOPSCOTCH, please) or ring to check that orders have arrived safely – but much the easiest is simply to send your email so it requires an automatic receipt.

.....New apprentices McPhee FW (Hamphill) Mackerelano MF (Liverpool Tr) should have been included last time

.....New schoolboys Senna FW (Jokers Wild) Gamma SW (Epsom) Skatel SW (Liverpool Tr) should have been included last time Embleton DF (Gamma Hackers) Crosby GK (Newcastle Veterans) – he may or may not have previously been announced as an apprentice FW but is now definitely a schoolboy GK

.....Last time's auction (20) MF7(III)[W], von Sanders, to Byzantium for 545k (21) FW2(A), Hepple, to Mill Hill Suburbia for 221k (22) GK8(III), Flea, to Nemesis for 415k (23) FW5(IV), Gaulois, to Byzantium for 86k (24) MF6(IV), Webb, to Cleveland Browns for 380k (25) SW5(A), Sibon, to Bucks Fizzers for 1378k (26) FW1(IV)[KRY], Andriy Voroenin, to Liverpool Trawlers for 338k (27) 4GPP to Cleveland Browns for 60k (28) 3GPP to Newcastle Veterans for 21k.

.....Agent The agent located Santos, MF8(age I Rookie) for Mill Hill Suburbia for a fee of 276k The agent offers a convenient way of locating a player for you; you have to pay him a fee on top of the player cost, but if you get lucky that may be pretty nominal. If you're not successful it doesn't cost you anything and you can have another try next session. Players up to level 8 cost 100k / level; thereafter it's level 9 950k, level 10 1100k, level 12 1400k, level 14 1800k, level 16 2300k.

.....Transfer deals none.

.....Sales to non-league Anory (Boys de Boulogne) 30k Codzalez (Liverpool Trawlers) 200k

.....Next time's auction Thanks to those managers who've suggested various auction players. Your suggestions are welcome – indeed, if you don't suggest auction players there won't be any – but I ought to make clear I reserve the right to vet them and amend or refuse any who are too complex or likely to become too powerful. There are some Newcastle Veterans suggestions still in the bank, but more are welcome. (30) DF8(IV)[W] (31) FW3(A) (32) GK9(V)[Q] (33) MF6(I) (34) GK7(V) (35) SW7(V) (36) 4GPP (37) 3GPP (38) 1GPP

.....Corrections and amendments none.

.....SuperCup, draw for Round 2 (first leg) Nemesis v Athletico Chipping Sodbury Liverpool Trawlers v Blantyre Jokers Wild v Jaded W Gamma Hackers v Newcastle Veterans Pippin's Tigers v Rainbow Rovers Epsom Egotists v Tyringe Vikings Washington Redskins v Manchester Utd Boys de Boulogne v Horsham Joggernauts

.....F A Shield, draw for round 3 Manchester Utd v Nemesis Pippin's Tigers v Dropout City Washington Redskins v Jokers Wild Boys de Boulogne v Bucks Fizzers

.....Press *Bucks Fizzers*: Last chance to contract a GK9(I) or GK10(I). Please contact Bucks Fizzers: [dhogetoorn@gmail.com](mailto:dhogetoorn@gmail.com) If nobody reacts with an acceptable offer, I will sell the player to non-league.

.....Bits and pieces (1) Please note the piece at the top of the report about amendments to coaching and ageing to apply next season. I think the new arrangements for ageing need to apply at the end of this current season, but you may feel entitled to say something about that.

(2) You'd better check your VP and cash balances, and GPP and DP totals extra carefully this time. You all know Parr's Law by now (It doesn't matter how long you've been doing something, you can always find new ways to get it wrong); I contrived to lose the vital sheet on which this information is built up as the session develops. So I've had to try and reconstitute the information and I'm quite prepared to accept there are several errors. You may also guess I'm pretty cheesed off, so there's little you can call me I haven't called myself already.

(3) The 100k sponsors' award in the second round of the F A Shield for the highest goal-scorers was shared between Boys de Boulogne, Pippin's Tigers, and Manchester Utd, who each get 34k. Shield games may go to extra-time and even penalties, but only goals in the first 90 minutes count when determining who gets the 100k.

(4) Another reminder about GKs and SWs; each level counts double in determining team balance and for strengthening so for example to raise a GK from 8 to 9 costs 2 points, whether you're coaching using VPs, or using GPPs or hardness for a single match. To raise a GK / SW beyond 10 costs twice this, i.e. 4 points (if you get this wrong, you're liable to find your GK / SW is performing at 10.5 or 10.25 rather than the level 11 you expected). These figures are halved for schoolboys.

(5) Managers of non-league clubs still involved in the Shield and the SuperCup got 10k for submitting orders – a couple of managers forgot, so missed out.

(6) Last time I did send out reminders to a few managers as the deadline approached but I did warn I won't do this regularly. Partly because you're all grown-ups and ought to be allowed to make your own mistakes, partly because there's no earthly reason why potential NMRers should get favourable treatment over those who do get their orders in on time, and most of all it because would only encourage people to become reliant on me and make my life more demanding as deadline day approaches and I've already got quite enough to do..

(7) Andrew Macalister writes "A friend of mine runs a Fantasy League which is independent of those in the newspapers. There are two auctions and each footballer only goes to one of the eighteen managers. You select a team from your squad each week with substitutes and can purchase as many players as your money can buy. It has been going for many years - I think thirteen. He also runs a feeder league with promotion and relegation between it and the main league. The feeder league involves only one auction and the team remains unchanged for the season. If anyone is interested will you please contact Bob Coull. His e-mail address is [bob\\_coull@yahoo.co.uk](mailto:bob_coull@yahoo.co.uk). There is an underscore between bob and coull.

(8) Gareth Beaty did send a suggestion that a fatigue factor would make things more interesting and challenging and encourage managers to build larger squads. Yes, I think it's an excellent idea. No, it's got no chance of being incorporated. As Gareth says, it would be a GM nightmare; it would also cause untold problems for those several managers whose record-keeping isn't 100% foolproof. Sorry, Gareth, there are some attractive features to the idea, and I'd commend it for consideration by any GM but I don't think it's right for this GM and many of his managers.

(9) The total cash in all 30 clubs' accounts is £30402k. After this session last season the figure was £20809k.

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.....Next session is III: Providing orders reach me by d/I A you are entitled to the early VP, and in addition I am offering 40k to each club whose orders reach me by 9a.m on the Monday before d/I A. Order of matches: (1) League matches 4 and 5 (2) F A Shield round 3 (3) SuperCup round 2, first leg Home advantage 7 Hardness 2 6 9 12 15 Non-league clubs built from 80 points

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		P	W	D	L	F	A	W	D	L	F	A	PT	VP	£K	GP	DP	Name
411	Washngtn Redsk	3	2	0	0	4	1	1	0	0	3	0	6	3	495	24	0	PStanton
532	Liverpool Tr	3	1	0	0	3	1	2	0	0	4	2	6	4½	446	30	1	AHuby
143	Jokers Wild	3	0	0	1	0	1	2	0	0	9	0	4	3½	-103	29	4	SCompton
224	Dropout City	3	1	0	1	6	3	1	0	0	1	0	4	2	1128	27	0	BHuby
765	Nemesis	3	1	0	0	2	0	1	0	1	3	3	4	4	2182	24	0	HMelbourne
876	Manchester Utd	3	1	0	0	2	0	1	0	1	2	3	4	3½	-120	40	1	MHaytack
357	Tau Ceti Hyp	3	1	0	0	3	0	0	0	2	0	3	2	1	1063	24	5	KO'Brien
688	Tyringe Vikingd	3	0	0	2	0	3	0	0	1	0	2	0	4½	1806	18	0	DMcCrumb
t9	Toot & Sponge	3	0	0	2	0	8	0	0	1	1	3	0	1	2631	30	6	PLoveland
99t	Hamphill Rang	3	0	0	2	0	6	0	0	1	0	4	0	2½	270	48	0	GBeaty
111	Pippin's Tigers	3	1	1	0	3	0	1	0	0	3	0	5	3	-297	18	0	AMelbourne
322	Cliftonville U	3	1	1	0	3	0	1	0	0	3	1	5	2½	-510	6	5	JWalker
143	Newcastle Vet	3	1	0	0	3	0	1	0	1	2	2	4	4	1249	31	1	RThomasson
434	Epsom Egotists	3	0	1	0	0	0	1	1	0	2	0	4	2	4133	48	1	MWassall
765	Lathkill	3	1	0	0	1	0	0	1	1	0	2	3	3	1054	18	4	AMacAlistr
976	Everton	3	1	0	0	1	0	0	1	1	2	5	3	1½	709	30	0	CTyler
457	Sunderland IC	3	1	0	1	3	2	0	0	1	0	3	2	1	1360	6	3	BEdwards
687	Bucks Fizzers	3	0	1	1	3	5	0	1	0	0	0	2	2	2368	6	1	DHogetoorn
799	Rainbow Rovers	3	0	1	1	1	3	0	0	1	0	1	1	2½	1959	30	5	TKraijenbk
9tt	Gamma Hackers	3	0	0	1	0	3	0	1	1	1	4	1	2½	2607	18	0	RBass
421	Horsham Joggs	3	1	0	0	1	0	2	0	0	3	1	6	3	-43	8	6	CWinton
252	Ath Chipping S	3	2	0	0	8	3	0	0	1	1	3	4	3½	67	17	1	MHathaway
143	Luddites	3	1	0	0	3	0	1	0	1	1	1	4	2½	419	30	0	PBurrows
514	B de Boulogne	3	1	0	0	3	1	1	0	1	2	2	4	2½	-85	24	7	MParnaby
865	Blantyre	3	2	0	0	4	1	0	0	1	1	3	4	3½	3111	44	1	SBunce
336	Mill Hill Sub	3	1	0	1	2	1	0	1	0	0	0	3	1½	984	40	3	JMcKone
777	Rush Necros	3	0	1	1	0	1	1	0	0	1	0	3	3	1780	19	7	AOwen
t88	Cleveland Br	3	0	1	0	0	0	0	1	1	0	3	2	3½	-288	20	1	TTaylor
699	Surrey Sauces	3	0	0	2	1	3	0	0	1	0	2	0	1	666	24	11	IOwen
9tt	Byzantium P	3	0	0	1	0	1	0	0	2	2	7	0	1	-639	26	6	HBishop

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Game Openings, Waiting Lists, Gamestarts, etc

Quieter than ever. David Watts' Bus Boss list has Arthur Owen and Jed Stone and probably Alan Parr.

David Watts is also offering another game of Railway Rivals and suggests the revised Pennsylvania map. I think Jed Stone is on the list for this.

Snakes And Ladders would include Adam Huby, Jed Stone, Gina Teh, Rob Thomasson, John Walker and perhaps others. Progress has slowed even further, but I did honestly spend a couple of hours at this beside the pool on holiday in Malcesine. A gamestart is NOT imminent.

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Orders Of course, you may send orders via letter or e-mail. emails should have the subject line something like HOPSCOTCH HOPSCOTCH HOPSCOTCH. I will not normally acknowledge receipt of e-mails unless you set up your e-mail to ask for a receipt. The e-mail address is arparr"at"btinternet.com or you can use alanparr"at"dial.pipex.com or alanparr"at"mighty.co.za (don't forget it's .za rather .uk) or aparr@hotmail.co.uk but I don't check these two every day.

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Spell Merchants

.....Game19 (target 56) I don't think we've ever had a situation like Round 4, so you all missed out on easy points.

Session A spells were: (multi-ingredient spell in both Rounds)

- Round 1: Spell (d) ingredients numbered consecutively Prizes: (dd) 8,6,4
- Round 2: Spell (c) exactly two types of ingredient Prizes: (ff) 21,12,2

Session B spells were: (single- or multi-ingredient spell in both Rounds)

- Round 3: Spell (h) all ingredients odd Prizes: (ll) 18,8,4
- Round 4: Spell (k) no ingredient numbered 4, 5, or 6, Prizes: (bb) 12,4,1

Session C spells are: (single- or multi-ingredient spell in both Rounds)

- Round 5: Spell (i) all ingredients even Prizes: (gg) 12,5,2
- Round 6: Spell (a) all ingredients different Prizes: (kk) 16,8,5

Start	Name	Round 3 Spell	Pts	Round 4 Spell	Pts	Ingredients now	End
20	Adam Huby	3	4	Restock 2466	-2	11 222 3 444 66	22
1	Arthur Owen	11335	18	Restock 135	-2	1 22 3 44 5 66	17
11	Allan Stagg	13	4	Restock 1134	-2	111 22 33 444 6	13
8	Jed Stone	Restock 3356	-1	Restock 1366	-2	111 22 3333 4 5 6666	5
7	John Walker	1333	8	Restock 2226	-2	111 22222 4 5 666	13

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Middleman

.....Game 44, Round 4

Arthur Owen	(287)	plays	29	Cards	1 3 5 7	score now	287
Allan Stagg	(350)	plays	48	Cards	1 2 3 9	score now	488
Jed Stone	(353)	plays	87	Cards	3 4 8 9 9	score now	353
Gina Teh (NMR)	(0)	plays	61	Cards	7 8 8 9	score now	196

Two rounds to go and Gina's NMR play (as close as possible to the average of her previous plays) moves her closer into contention.

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Run For Gold

<u>Race 8</u>	Juan Marcapasos	3/6	3/7	3/5	8/2*		<u>6/1</u>	sq	55
(now	Arthur Owen	6/7	BUR	4/4*				sq	48
lap 4)	Allan Stagg	7/4	8/3*	TUC	BUR*		<u>6/5</u>	sq	47
	John Walker	4/8	5/6	1/8	8/7	8/5*	<u>7/2</u>	sq	45
	Jed Stone	7/5*	7/8	7/7	8/4			sq	43

Replacements: 7/3 4/7 6/3 3/2 2/7 8/1 6/4 BOX 5/5 1/7 3/3 STU 4/1 3/4 5/1 4/2 TUC 6/6 5/4 4/5 5/7 3/1 7/1 4/6 4/3 STA 6/2 8/8 BOX 3/8 8/6 2/8 5/2 5/8 STU 7/6 STA 5/3 8/5 6/8 4/4 BUR ....

The race is won by the first player to complete four laps of 18 squares, i.e. pass space 72 (or if you prefer, reach square 73). Key: Juan Marcapasos is your pacemaker. In your card holdings \* shows cards just played and hence no longer available to you, crossed-out cards may not be played, underlined shows replacements received. In the replacement section cards underlined are those which are available in the coming turn (3/6 = movement 3, spike number 6).

The pacemaker's still going well; he's picked up another replacement and looks good to survive till the end. Juan has taken us into the final lap, so there are only two replacements available – and there won't be any at all once someone initiates the sprint.

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Plot Counterplot

Gina's not sent any orders and I really can't see any alternative to holding the game over - there's no obvious NMR rule I can apply. Should she NMR again next time the game will continue using the orders other players have already submitted. So there's no need for others to resubmit, but if you want to send alternative orders conditional upon an NMR then go ahead. Remember that in Month 2 you will each have 8 seeds to sow.

Game 11	Month 1 (11)	Arthur Owen 11 I	Allan Stagg 5F 6G	Jed Stone 5A 4B 2D	Gina Teh 4D 7G
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Nrich Central

Ten players; the total of the eight effective entries was 84. this is actually slightly higher than last session's and has an average score of 10.5 – seven less than last time. Three-quarters of the average was 7.592, which makes the target 8. MARTYYN HATHAWAY makes the only valid play, and thus wins with ease. (I think the figures I gave in last issue's report were slightly wrong, but obviously your arithmetic is no better than mine, and no-one objected.)

Well, that was surprising and interesting enough to make it worth seeing what happens this time, so we'll have another round.

<del>Alan Parr</del>	<del>5</del>	John Walker	8	MARTYN HATHAWAY	15
Denis Arnold	7	Arthur Owen	13	<del>Adam Huby</del>	<del>980</del>
Allan Stagg	7	Jed Stone	13		
Bart Huby	8	Rob Thomasson	13		

Anyone can play; it's worth your while to do so (at least in a wholly imaginary way), since all you have to do is submit a positive whole number between 1 and 999 (inclusive) and the winner - whoever plays the lowest unduplicated number which is greater than three-quarters of the average of all the numbers submitted excluding the highest and lowest - gets an imaginary £1 added to his imaginary Hopscotch credit (unless he's Arthur Owen, in which case he gets a free issue).

To help you plan your imaginary strategy to win your imaginary £1 here's a list of target numbers and winning scores to date. Columns show issue, target, winning score, winner:

H227	312	404	Adam Huby
H228	302	316	Denis Arnold
H229	251	300	Rob Thomasson
H230	238	259	Rob Thomasson
H231	183	210	Bart Huby
H232	151	173	John Walker
H233	125	145	Jed Stone
H234	95	107	Denis Arnold
H235	99	110	Jed Stone
H236	87	90	Adam Huby
H237	65	72	Allan Stagg
H238	53	54	John Walker
H239	34	34	Allan Stagg
H240	22	22	Allan Stagg
H241	14	19	John Walker
H242	8	17	Arthur Owen
H243	8	15	Martyn Hathaway

I think we can try another round. My play next time will be .. If you want to see my number you can enlarge the font size.

The Golden Strider

<u>Race 21, turn 5</u>	(standrd	: 57 sq)					D	M	B	R	S	Pos	OT
Adam Huby	0/0	10/1*	9/2	9/3	10/4	0/5	2	8	0	0	<b>21</b>	<b>1</b>	0
Gina Teh (NMR)	5/0*	8/1	3/2	4/3	8/4	1/5	0	5	0	1	<b>18</b>	<b>2</b>	0
Allan Stagg	0/0	10/0*	10/1	4/2	9/4	10/5	0	5	5	10	<b>17</b>	<b>3</b>	0
Rob Thomasson	4/0	6/0	10/2	10/3	7/4*	8/5	1	3	3	8	<b>15</b>	<b>4</b>	0
Jed Stone	6/0*	6/0	10/1	10/2	10/4	10/5	1	1	4	10	<b>12</b>	<b>5</b>	0
John Walker	5/0*	10/1	8/2	10/3	10/4	8/5	0	2	3	8	<b>11</b>	<b>6</b>	0
Arthur Owen	7/0*	8/0	7/1	10/2	8/4	8/5	0	3	4	8	<b>10</b>	<b>7</b>	0

This is a standard race, over a 57-square course; i.e. the winner is the first person to reach square 57. The mode of report used is as follows: after your name are the cards you hold (including new replacements), with the card just played asterisked; 4/1 shows a 4 card given after the round 1 movement - remember that all cards must be played within seven turns of being received. The columns D, M, B, R, S, Pos, and OT show the deduction made from your card due to overtaking costs incurred last turn, amounts used for movement and for banking, replacement, square occupied, position, and the overtaking restitution which has to be made next turn (which will be zero for all runners for the first two turns). The positional bonus is 1 for 2<sup>nd</sup> / 3<sup>rd</sup>, 2 for 4<sup>th</sup> / 5<sup>th</sup>. In the case of an NMR the card at the extreme left of your holding will be played, using all available points for movement and banking none. Any x/0 cards need to be played in or before Turn 7.

No Moves Received from Gina, but the NMR play hasn't damaged her position. Adam Huby has a terrific record in this game and he's put clear daylight between himself and the rest of the field.

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Hopscotch: Railway Rivals 2076 VS, Round 11.

GM: David Watts

	P7	SR	IWR	ALMOST	FIRST	SVR
29 Hereford - Birmingham	jt 8-1	+5	7	7 -5	Jt 8-1	+2
30 Gloucester - Droitwich	x	x	10-1	10-2	10+1+2	x
31 Worcester - Shrewsbury	20-1-2	x	10-1	+1	x	* +2+1
32 Welly/Cbrokdale-Brmnghm	W 10-2	x	x	C 20-5	x	* +2+5
33 Hereford-Pershore/Tewksby	x	+5	T 10+2	P 4-5+6+1	P11-2-2-1	P5-6+2
34 Shrewsbury - Cent Wales	x	x	x	x	15-2	15+2
35 Bridgnorth - S England	<u>30-1</u>	x	+1	x	x	x
Totals	68 - 7	0 + 10	37 + 1	41 - 9	44 - 5	20 + 10

Notes: SVR didn't enter runs 31 & 32.

Builds: Only FIRST and SR: FIRST: (G67) H67 I67 Cheltnm J65 J64: -5 -1 IWR = -6.

SR : (I15) I14 K13 Ludlow; (K13) K14: -5 -2 P -1F = -8.

Scores:

<i>Parr's Severn Valley Extended Rail Network: (Alan Parr, blue.)</i>	224 +61 + 2 = 287
<i>Independent Western Railway: (Ian Winstanley, yellow.)</i>	199 +38 + 1 = 238
<i>Snail Rail: (Jed Stone, black.)</i>	206 +10 - 8 = 208
<i>Floods In Rivers Severn &amp; Trent: (Denis Arnold, purple.)</i>	170 +39 - 5 = 204
<i>All Lines Must Occupy Severn Territory: (John Walker, red.)</i>	173 +32 - 0 = 205
<i>Severn Valley Rails: (Arthur Owen, brown.)</i>	18 +30 - 0 = 48

Neither build will earn its cost. JED's is one of the most - er - *original* builds I've ever seen!

Run 35 must have ensured P7's victory; IWR looks safe for 2<sup>nd</sup> place, unless the dice are unkind; and SVR more than doubled his score again, even when spurning two certain money-earners; but it's not enough to save him from last place. However, with only 4 points separating three in the middle, the choice of runs could be crucial.

Last Runs: enter any 4. .Please send game end statements.

36: 15-56 Presteigne/Knighton - Walsall	37: 24-64 Evesham/Winchcombe - Stourbridge
38: 51-41 M.Wenlock/D.Priors - Leominster	39: 42-16 Monty/B.Castle - Hay/New Radnor
40: 63-32 Birmingham - Ledbury	41: 23-x1 Cheltenham - S Wales.
	42: 35-x5 Worcester - East

Cheltenham has regular trains to Maesteg; I wonder how many Cheltenhamers actually go to Maesteg!  
I have postal Building Society accounts with the Chelsea BS and the Cheltenham+Gloucester BS;  
the Chelsea one goes to an office in Cheltenham; the Cheltenham one to Fareham, Hants!

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This is the first section of eHopscotch243, from Alan Parr, 6 Longfield Gardens, Tring, HP23 4DN

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Deadlines for H244 (You can also find the following dates in each of the other sections.)

ultra-early United deadline	0900, Monday 22 <sup>nd</sup> September 2008
d/I A - United early deadline, RR deadline	1700, Friday 26 <sup>th</sup> September
d/I B - United final deadline	1700, Friday 3 <sup>rd</sup> October
d/I C - all other games	1100, Sunday 5 <sup>th</sup> October
Publication of H243 should be no later than	Saturday 11 <sup>th</sup> October
Missing items enquiries	Saturday 18 <sup>th</sup> October
Dates for <u>H245</u> may be 10 <sup>th</sup> , 14 <sup>th</sup> , 21 <sup>st</sup> , 23 <sup>rd</sup> , 29 <sup>th</sup> November, 6 <sup>th</sup> December 2008	

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Game Openings, Waiting Lists, Gamestarts, etc

Quieter than ever. David Watts' Bus Boss list has Arthur Owen and Jed Stone and probably Alan Parr.

David Watts is also offering another game of Railway Rivals and suggests the revised Pennsylvania map. I think Jed Stone is on the list for this.

Snakes And Ladders would include Adam Huby, Jed Stone, Gina Teh, Rob Thomasson, John Walker and perhaps others. Progress has slowed even further, but I did honestly spend a couple of hours at this beside the pool on holiday in Malcesine. A gamestart is NOT imminent.

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News

For many years ManorCon was one of the unmissables in the diary, but for a couple of years I haven't been able to make it. This year the committee obligingly arranged it for a week later than normal and I was delighted to get there again. So in one sense it was two years since I was last there; in another it was nearly fifty. ManorCon is now held at Stamford Hall at Leicester University, literally just across the road from Beaumont Hall where I lived in 1962. In 46 years you can forget quite a bit, and one of the things I'd forgotten was that our Friday night card school was actually held at Stamford, so though no-one would say I was the best gamesplayer I reckon no-one else could claim to be returning to somewhere they last played at nearly half a century ago.

I was chatting to Adam Huby at Leicester while glancing at the paper, and moaned that while today's newspapers are five times the size and have lots of photos and coloured bits, they're not actually as good as they used to be at conveying news. It doesn't seem much to ask that papers should be able to include the scores from the previous evening's football. Even more, cricket, which in most cases has finished by 7pm. Adam disputed they'd ever been able to do this, but I can distinctly remember being on holiday with Jill in Scarborough in 1971 (an experiment we never repeated – Scarborough, that is, not going on holiday; indeed, we're still drying out from our annual visit to the Brecon Jazz Festival). Over breakfast in Scarborough I read the story of David Hughes' famous exploits winning a Gillette Cup match for Lancashire by bashing 24 runs in one over in near darkness shortly before 9pm the previous evening.

There are probably other examples where technology doesn't seem to have progressed as you'd expect. When I first had a car – round about 1965 – if you parked in the street you had to leave sidelights on all night. Today no-one leaves sidelights on even for a few minutes and we're told they'll quickly run the battery down. Perhaps today's lights may take a bit more power, but surely battery technology has increased to a far greater extent?

Any other examples where technology has limped rather than raced?

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I had some work to do that involved referring to a lot of documents, so there were times when I could keep an eye on the Olympics. I saw the Points Race in the cycling, an event I'd never heard of, let alone seen. During the race there are ten sprints, each of which brings 5 points to the winner and 3, 2, 1 to the second, third, and fourth. In addition a rider who laps the field gets a bonus of 20 points – since one lap is 250m and the race lasts for 100 laps this is perfectly possible. You'll guess that there's an awful lot of tactical thinking to be done; a while ago there was quite a vogue for cycling games and John Harrington's Breaking Away is one that's stood the test of time. A few years back I'd certainly have wanted to find out more and see about creating a game myself, but these days I tend to sit back and see what the likes of John Walker and Allan Stagg might come up with.

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Last issue I mentioned the problems with the SATs marking company ETS. Even if you'd not heard of them last time you certainly will have done. We've had difficulties many times, but no-one has got things so wrong they've had their contract terminated. What happens next looks like a major problem – if the company that was geared up to do it can't get it right, who else is going to be able to take it on at a few months' notice? But at least I've been pleased to observe that the one thing ETS do seem to have done impeccably is pay up, so I'm not going to be out of pocket.

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After ManorCon next up is TringCon, vastly improved with the new wonder ingredients Thomasson and Thomasson. It's Saturday October 4<sup>th</sup>, from 0900 till 2100. It's at Marsworth Village Hall near Tring and your £10 gives you convention fee and meals and refreshments throughout the day. Full details at Keith Thomasson's website: <http://www.fwtwr.com/>

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Orders You may send orders via letter or e-mail. emails should have the subject line something like HOPSCOTCH HOPSCOTCH HOPSCOTCH. I will not normally acknowledge receipt of e-mails unless you set up your e-mail to ask for a receipt. The e-mail address is now arparr"at"btinternet.com and this should not be disseminated.

You may if you wish continue for the moment to use the previous addresses: alanparr"at"dial.pipex.com or alanparr"at"mighty.co.za (don't forget it's .za rather .uk) or aparr"at"hotmail.co.uk but I only check these about once a week.

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Circulation Those receiving this are (a) United managers, (b) everyone who's in any other game, (c) a few others who've specifically asked. Each of you - and I shall assume you're happy for your addresses to be visible unless you tell me otherwise - gets three Word files:

- eZinexxx.doc (that's this one)
- eUnitedxxx.doc (the United report)
- eGamesxxx.doc (all the other games)

Those who have gamestarts or need rules may also receive a fourth file, eRules.doc, and / or other files.

It wouldn't be viable for me to maintain three different subscription lists, so everyone gets all three files, but it will make it easy to discard anything that's of no interest to you. It also means I don't have to wait till everything's complete before I can send stuff out, so you should not assume the three sections will appear simultaneously.

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Hopscotch is produced by Alan Parr, it's distributed by e-mail to anyone who wants it and appears about eight times a year.

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