

FOOTBALL NEWS

April 5 th 1976.

All the statistics of season 1974-5 ; 75-76.

NO 21

SEASON 1975-76

A Team.

Played 27 Won 18 Drawn 5 Lost 4 Goals for 92 Against 54.

Opponents	Venue	For.	Against.	Goalscorers.
Highfield	Home	2	1	Halewood. Langford.
St. John Almond	Home	8	1 Cup	Langford 4. Halewood 2. Diable. Regan.
Hillfoot	Home	3	0	Diable. Regan. Warburton.
Shorefield	Away	2	2	Langford. Bostock.
Gateacre	Home	2	1	O'shaughnessy. Johnson.
St. Margarets	Away	4	2	Diable 2. Halewood. Warburton.
Bluecoat	Home	4	3	Langford 2. Diable. Halewood.
Shorefield	Home	5	1 Cup	Warburton 2. Diable. Langford. Halewood.
New Heys	Away	4	1	Warburton 2. Halewood. Hassell
Halewood	Home	5	1	Langford 2. Diable. Warburton. Woods.
Collegiate	Away	1	5	Langford.
St. Michaels	Away	8	2	Langford 3. Mansley 3. Warburton 2.
St. Margarets	Away	2	2	Regan. Diable.
St. Teresas	Home	6	1 Cup	Langford 2. Regan 2. Diable. Warburton.
Quarrybank	Away	4	4	Mansley. O'shaughnessy. Langford. Harrison.
Roby	Home	5	1	Warburton. Regan. Rogers. Johnson. Halewood.
Holt	Away	3	0	Langford 3.
Alson	Home	2	1 Cup	Diable 2.
Prescot	Away	1	3	Halewood.
Ormonde	Away	4	3	Halewood. Langford. Diable. Regan.
Brookfield	Home	1	0	Langford.
Ruffwood	Home	3	2	Diable 2. Warburton.
Gateacre	Away	1	7	Langford.
Old Hall	Away	5	5	Warburton 2. Regan 2. Johnson.
St. Kevins	Home	1	3	Langford.
Yew Tree	Away	2	2	Langford. Diable.
Quarrybank	Home	4	0	Hamilton. Diable. Langford. Halewood.

B Team.

Played 7 Won 3 Drawn 1 Lost 3 Goals for 26 Against 20.

S.F.X.	Away	4	8	Mansley. Pimblett. Woods. Lawson.
Quarrybank	Away	5	0	Diable. Hassell 2. Pimblett. Rogers.
S.F.X.	Away	3	6	Rogers. Mansley. Pimblett.
Quarrybank	Home	7	0	Mansley 3. Pimblett 2. Hamilton. Hassell.
Prescot	Away	4	2	Mansley 3. Pimblett.
Netherley	Home	2	2	Hamilton. Lawson.
S.F.X.	Away	1	2	Mansley.

RJC:
Apr. 76.

SEASON 1975-76.

A Team

B Team

	Games.	Goals.		Games.	Goals.
Chelley	27	-	Roberts	7	-
Johnson	27	3	Stuart	7	-
Diable	25	16	Bostock	7	-
O'shaughnessy	25	2	Mansley	7	9
Langford	24	27	Hassell	7	2
Warburton	24	14	Lawson	6	2
Freckleton	22	-	Pimblett	6	6
Bennett	21	-	Hamilton	6	1
Halewood	21	11	McGee	5	-
Regan	21	9	Ventre	4	-
Woods	19	1	Phair	4	-
Hanlon	11	-	Fearon	2	-
Harrison	9	1	Furlong	2	-
Rogers	8	1	Woods	2	1
Hooper	12	0	Diable	1	1
Mansley	4	4	Hassell Jnr.	1	-
Hassell	3	1	Rogers	3	2
Bostock	3	1	Hanlon	4	1
Lawson	3	-	Nancollis	1	-
Phair	3	-	Chelley	1	-
Nancollis	3	-	Phillipson	1	-
Phillipson	2	-			
Whalley	2	-			
Hamilton	1	1			
Hughes	2	-			
Pimblett	1	-			

ALL FIGURES INCLUDES APPEARANCE AS SUBSTITUTE.

SEASON 1974 - 75.

A Team.	Played 18	Won 11	Drawn 4	Lost 3	For 69	Against 47
Opponents		Venue	F.	A.	Goalscorers	
Manor High		Away	3	1	Langford. Woods. Nancollis	
De La Salle		Home	2	3	Langford 2.	
Alsop		Away	2	2	Hamilton 2.	
Cardinal Godfrey Cup		Away	8	3	Langford 2. D. D. 2. Hamilton	
Quarrybank		Home	4	1	Regan. Johnson. Warburton.	
Ruffwood		Away	1	1	Langford 2. Hassell. Diable.	
Holt	cup	Away	2	1	Langford.	
Halewood		Home	4	1	Regan 2.	
Prescot		Home	6	2	Own goal. Johnson. Warburton.	
Cardinal Godfrey		Away	5	3	Regan. Bennett.	
Bluecoat	cup	Home	3	3	Regan 2. McGee 2. Diable.	
Bluecoat	cup	Away	0	2	Bennett.	
St. Margarets		Away	4	4	O'shaughnessy. Langford. Diable.	
Bluecoat		Home	7	3	Bennett. Johnson.	
Hillfoot		Home	5	2	Langford 2. Regan.	
Gateacre		Away	2	1	Regan 3. Johnson.	
S.F.X.		Home	0	5	Regan 2. Halewood 2. Langford.	
Warwick Bolam		Away	11	2	Warburton. Rogers.	
					Regan 2. Rogers 2. Langford.	
					Langford 2.	
					Rogers 7. Regan 2. Mansley.	
					Halewood.	

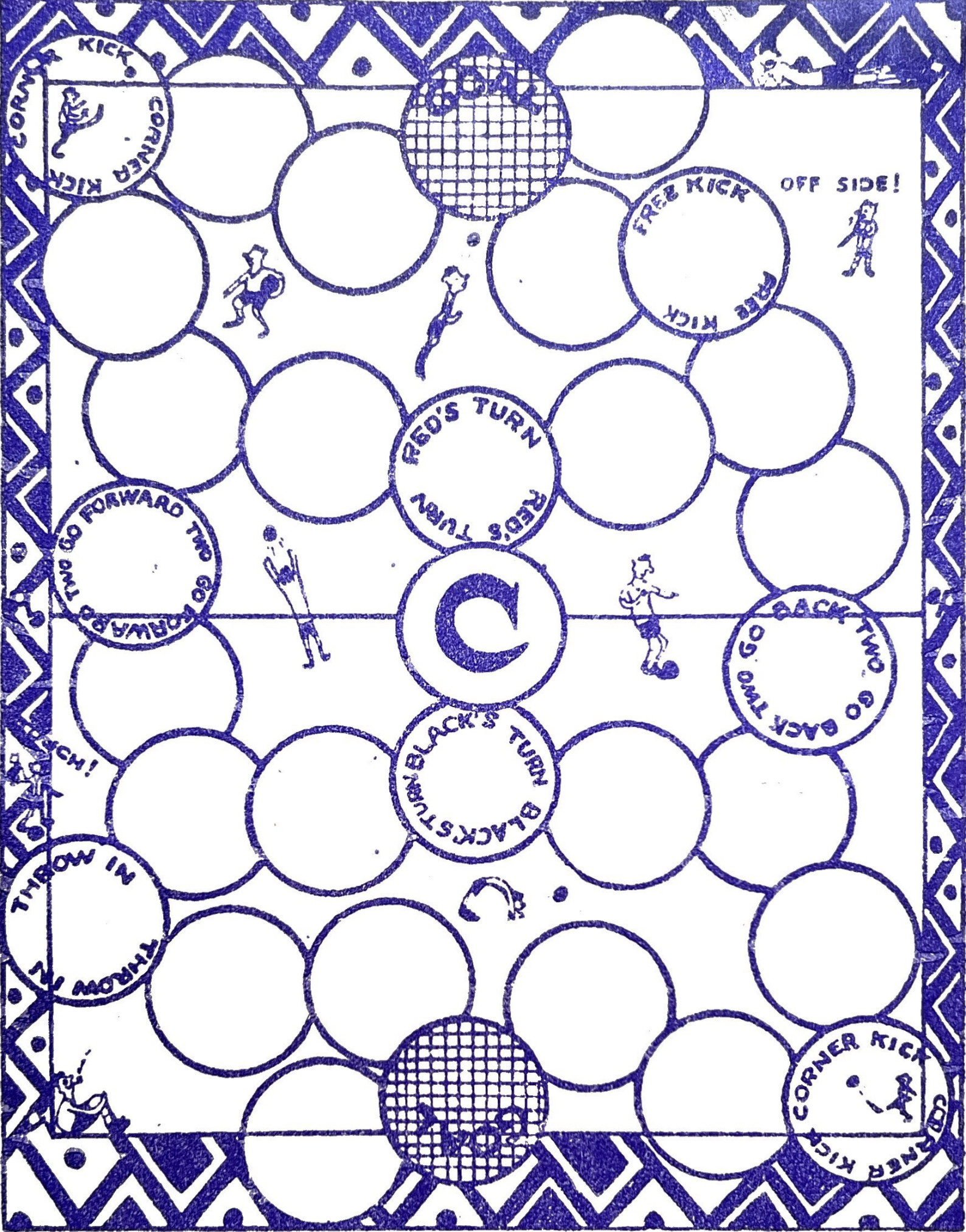
B Team. Played 3 Won 0 Drawn 1 Lost 2 For 10 Against 13

Shorefield	Home	3	3	Rogers. Nancollis. Mansley.
S.F.X.	Away	3	5	Bostock. McGee. Rogers.
S.F.X.	Away	4	5	Pimblett. Mansley. Ventre.
				Bostock.

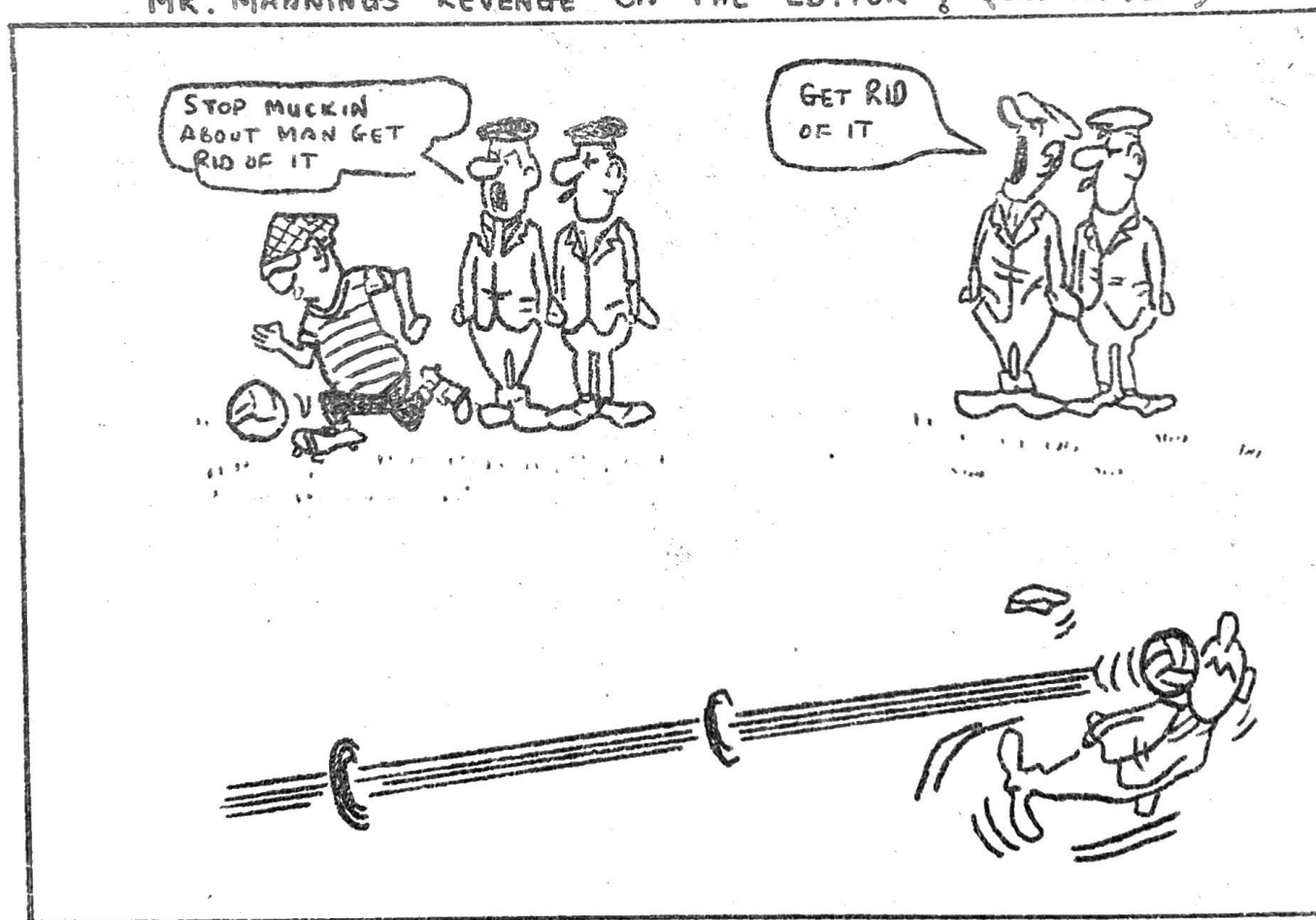
A Team	Appearances.	Goals.	B Team	App.	Goals.
Diable	17	5	Roberts	3	1
Halewood	17	3	Furlong	3	1
Langford	16	15	Stuart	3	1
Chellew	16	-	Bostock	3	2
Regan	14	16	Pimblett	3	1
Johnson	14	4	Rogers	3	2
Bennett	14	2	Mansley	3	2
Freckleton	14	-	Nancollis	2	1
Hanlon	13	-	Hamilton	2	1
O'shaughnessy	12	1	Hassell	2	1
Woods	12	1	Ventre	2	1
Warburton	12	3	Hooper	2	1
Hamilton	7	3	McGee	1	1
Harrison	6	-	O'shaughnessy	1	1
McGee	4	2	Melia	1	1
Ventre	4	-	Harrison	1	-
Hooper	4	-			
Rogers	3	10			
Whalley	3	-			
Hassell	3	1			
Nancollis	2	1			
Pimblett	2	-			
Mansley	1	1			

Played in one game. Bostock, Furlong, Melia, Jones, Roberts, Stuart.

(Includes appearance as sub.)



KEEP YOUR FOOTBALL NEWS IN MINT CONDITION.
DETACH THE PAGE WITH THE QUIZ ON, THUS SAFEGUARDING THE
MR. MANNING'S REVENGE ON THE EDITOR ? (SEE NO. 20) REST



4 THE CUP-TIE GAME

This is a game for two people, played with a pack of cards and a tiddly-wink. First, shuffle the pack and place it face-downwards on the table. Put the ball - the tiddly-wink - in the centre-circle marked C. Then toss up to see who is Black and who is Red.

Toss up again to decide which half of the field you will take.

The game is started in the usual manner by the player who lost the toss. He turns up the first card. If it is his own colour he moves the ball towards his opponent's goal according to the following rule: move one circle for an even-numbered card; two circles for an odd-numbered card; three circles for a court-card. If the card is his opponent's colour, his opponent takes over the pack and moves the ball forward the necessary number of circles according to the card's value, and turns up the next card.

Note that a player may have the benefit of several cards in succession, just as a football team may have several kicks one after another. If Black, for instance, turns up a black card, he continues turning up the cards until a red card appears. Only then is it Red's move. Similarly, Red will continue turning up the cards until a black card appears.

If, on reaching the circle in front of the goal, two or three points are scored, the ball goes into the circle beyond the goal. It is then played by the goalkeeper, i.e. by the opponent. He cuts the full pack of unused cards in the usual manner, turning up a card. If it is his own colour, he plays the ball according to the value shown, replaces the cards on the pack and turns up the top card for his next turn. If it is his opponent's colour, his opponent scores a goal.

The pack must always be shuffled after a goal is scored. There are these further simple rules:

1. **GO FORWARD or BACK:** Whichever player lands on these circles must immediately carry out the instruction.

2. **ALTERNATIVE ROUTES:** Where there are alternative routes, the player whose turn it is can choose.

3. **RED'S or BLACK'S TURN:** If Red lands on 'Red's Turn,' he has the turn. If Black lands on it, he must hand over immediately to Red. A similar procedure is followed in regard to 'Black's Turn.'

4. **CORNER-KICK:** The attacking side will always have the advantage. So whichever player lands on this circle, the attacking side immediately receives the pack and counts 4 moves for his first card - but only if the card is his own colour. If it is not his own colour the ball is played by his opponent according to the value shown, and his opponent continues turning up the cards in the usual manner.

5. **FREE-KICK:** The defending side will always have the advantage here. So whichever side lands on this circle, the defending side immediately receives the pack and counts 4 moves for his first card - but only if the card is his own colour. If it is not his own colour, the procedure described in the previous rule is followed.

6. **THROW-IN:** Whichever player lands on this circle is judged to have sent the ball over the line. The other player immediately takes over the pack and counts 4 moves for his first card, but only if the card is his own colour. If it is not his own colour, the procedure described in the previous two rules is followed.

7. **USED PACK:** When all the cards have been turned up, the pack must be re-shuffled by the player who did not play the ball with the last card.

Duration of play can be arranged by mutual agreement, with an interval if desired. If there is an interval, the re-start will follow the ordinary Laws of the Game, namely the kick-off will be taken by whichever player did not start the game originally.

The player scoring the most goals is the winner of the match.

N I C E X R S H I L T O N T N H O R O T A G I L L A
 G A A L F R E D E E O I A S T O R R R A E I C H B D
 R N C A P E S A I N T V I N C E N T Z E A O R O B M
 S V U N D E R L E H T E G G G H H E I R S N U B G I
 A G I N C O U R T A I J O H N E R A N T S M N A S D
 O I N G R M M S E A O R E T I P U J P O O C R R W
 O A K G E Z Z D I E N B I E N P H U C O R R H T T A
 A S O N S O Q N G J U T L A N D J A G U A R I V U Y
 Y T K B S A B R A B S R A M J T R N R T I I E W X R
 O D G S Y B C D E F S G H I N P M A N K H S A Z E Y
 E E N B I G I P U G T O L E E K N O M L G F E V B D
 N F A A G R H V N Z S R P N P U M A R A T H O N C A
 N N B G J I A I W X Y R T A S S S T U F O R D V W X
 E I Y O T J T P T J A E G A R R Y G L I T T E R Z Y
 K L X D W S R U V C R S A O P O R N H O J N O T L E
 O B R S A E P N K S T U R A I R O T C I V A U L U L
 A U T H V N O M E M M N O A N M R A G L A F A R T D
 A D X I U D L T E S O S O M M E L K J S O I T L I N
 R N L R N R O R G R O W W X B F G H I O B A A O O A
 I T I O D N T A A V R I G E O R G E L K J T B E D L
 Y I L H O A U V N U O T T B C D E R R K G C C M B T
 S A S N C D N A L A E Z W E N S E O I A U I G G G O
 C R D T H I O O I B B E N A S T Y S S R L B H A A C
 O A R U S S I A H N N R O R A W R R R Y E E L R B S
 W W I N P I S U N E V L S W E E G Y K G O I H E N N
 B A S I A M P L U T O A D N V L E C L T Z B H I E N
 T L D G L A S G O W S N U I L N I F R A N C E M M Y
 A E S S N G T U R D R D H S N T R O R B T L A E N A
 R S M M A N O N N A H C N A S T S B W H O I D U C K

Hidden in here are the following.

- 10 Cities.
- 10 Animals
- 10 Countries.
- 10 Footballers. (Internationals)
- 10 Battles. 6 land battles and 4 sea battles.
- 5 Planets
- 5 Pop stars.
- 5 kings or Queens
- 5 cars.
- 5 tuck shop products.

The best of luck.

On the other side is another quiz compiled by
MR. Robinson.

A special prize for the first 1st or 2nd former to
complete both competitions. Bring them to me in Room 33.

A prize for the first correct solution from any other
boy. Again find me in Room 33.

Do them on your own. Don't bother me or Mr. Robinson
until you have completed them.

ARCITOFAPSSIONILLIGHTVOOMT
 KNACYRENOGEROJOTCOAFEEETCUT
 SOLWAETDYEMTTEHREGMERRTJ100
 AEATONUGRIGIALEITRICTMOXER
 LEFTTIUOSNPBIPDFXHAOI OYERR
 ABOVQUISIU LRMAINEHDWSNOMUY
 AERSIROHSTHIHTASTBSAATEWOK
 INNTEUSAXETOWPYUSMWUKLHESC
 NAITRALAARIZONAOKPOIHOENTU
 ATA IWRGRSAYESREJWENG NR TDTT
 VIONNLP AWNEBRASKALENOTO AEN
 LONYADAMABALATPAYOIAEIH CSE
 YFLIHTIDFCEKQUEERGJNRV OUK
 SALTGANAPIOSEBAGSKNIWOANHA
 NOIOYRTONIRHMEIBIEAIWEDDCN
 NEWBRUITMARI LANDSISNEYNNAI
 ETWSTIAVOISSFIASICIHSCAESL
 PEEYANDRWLYOINEBORAMTALWSO
 UHIUOKLAHOMAAEBNEIREVTSHAR
 FOLCNROGUTWISMSAIAPUIOIAMA
 MEDQKTKHPASDPISOBDSTRKEMEC
 TCI AUMICHIGANNDGAICTGADPDH
 OFASRP MRURMIGNIMOYWYIDOSST
 OEHJOOPOP REAIESMRDYMNH HMMU
 PUBBSTLD MEMISSISSIPPITRIUO
 SUBRWIYOTYSRAOPENADDAUMRES
 NIFCONNECTICUTNOTPHATONEZE
 UNORTHCAROLINAYHTNGNSCDIA

50 United States

EDITORIAL.

Well this is the last edition of the season. I hope you have all enjoyed following the progress of our teams through the pages of the Football News.

I have enjoyed bringing the news to you.

Just before I go I want to thank MR Williams and MR. Robinson for all their help and interest.

My very last words are — Have a good summer, keep yourselves fit and lets hope Everton can do a little better next year. There are such an embarrassment to us Liverpoolians

Cheerio

RJ Cooke EDITOR.