

FOOTBALL NEWS

No. 63

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FRECKLETON HAS A 'HAND' IN FOUR GOALS AS HIGHFIELD SLUMP TO DEFEAT

Institute 5 Highfield 2 Diable Bennett Freckleton
Hassell Langford.

In damp weather and on a very heavy pitch Institute had most of the early play. After 10 minutes the first goal was scored. After good work down the right flank Diable found himself ten yards from goal with a crowd of players in front of him. He sent a deceptive left foot shot towards the corner of the goal and it evaded the goalkeeper. Halewood was in control in the middle of the defence and Naughton settled down well alongside. Langford had missed a great chance to score in the third minute but he was making up for this by inspiring the side to 'push' forward and pressurize Highfield. The second goal came after 20 minutes. Regan showed his skill in close control by taking the ball right to the byeline before sending over a perfect centre. Freckleton met the ball and sent a firm shot goalwards. The ball struck Bennett who was quick enough to recover and hammer the ball home whilst the confusion was still evident. Shortly after Regan sent in a great 20 yard shot that crashed against the crossbar. At half time the score was 2-0 : In the very first minute of the 2nd half a long awaited moment came.

FRECKLETON'S GOAL.

A bad mistake by a Highfield defender allowed Langford to advance on the goalkeeper. He shot but failed to score. However the ball rebounded to Freckleton who calmly slid the ball into the net. This should have been the end of Highfield but over confidence and a casual approach allowed them to score twice and 'come back' into the game. Two of our best players Halewood and Naughton made their only real errors in the game and this allowed the Highfield strikers a clear 'look' at Phillipson's goal. In the last 15 minutes Institute regained their 3 goal lead with two very simple but excellent goals. Both came from good crosses by Bennett. Each time Freckleton expertly headed the ball on into the danger zone right in front of goal. First Hassell did very well to bring the ball under control and hammer into the back of the net. On the second occasion Langford headed the ball firmly home. There could well have been more Institute goals but the game ended at 5-2. O'shaughnessy had played well in the position of right full back and refrained from 'wandering' out of position. Next week we are at home to Ruffwood.

Ratings. Phillipson 7 O'shaughnessy 7 Hamilton 7 Regan 8
Halewood 9 Naughton 9 Hassell 8 Bennett 8 Freckleton 9
Langford 7 Diable 7.

4th year goalscorers 1977-78.

Diable	14	eleven.
Langford	6	
Hamilton	3	
Bennett	2	
Halewood	2	
Phillipson	2	
Johnson	1	
Chellew	1	
Freckleton	1	
Hassell	1	



"It's a Football club!"

SECOND YEARS WIN AGAIN

Institute 4 Highfield 2

The second year team were more comfortable winners than the 4-2 score suggests but after building up a 3-0 lead in the first twenty minutes they allowed Highfield to get back in the game by scoring twice before half time. The second half was constant Institute pressure but they were only able to add one further goal.

Institute took the lead in the first minute when the Highfield goalkeeper dropped a back-pass at Flanagan's feet and he accepted the gift. Institute continued to press and Eyo had a good effort well saved. After fifteen minutes Institute went further ahead when a long throw by Jamieson into the Highfield goalmouth was cleared to Eyo on the edge of the area and he scored with a powerful first-time shot. Another Jamieson throw shortly afterwards gave Flanagan the chance to slot home number three from a narrow angle. Institute then relaxed their grip and Highfield came more into the game forcing several corners and from one of these Jamieson deflected the ball into his own goal. A minute later it was 3-2 as the Institute defence were caught by a through ball having given the ball away by a poor throw-in. Luckily half time came before Institute could give away any more goals and the second half saw them tighten their game and exert continuous pressure on the Highfield goal but despite having several good chances they were only able to score once more when Flanagan took advantage of a loose ball in the penalty area following another Jamieson throw.

Team; Rooke, Bailey, Dudley, Carter, Jamieson, Lintott, Parry, Jones, Long, Eyo, Flanagan.

Appearances (as sub in brackets) and goalscorers 1976-78.

	1976-77		1977-78		Total	
	Appearances	Goals	Appearances	Goals	Appearances	Goals
Bailey	22	6	4(2)	2	26(2)	8
Barker	1(4)	-	(1)	-	1(5)	-
Carter	18(2)	1	10(1)	-	28(3)	1
Dove	(1)	-	(1)	-	(2)	-
Dudley	-	-	9	1	9	1
Eaves	(1)	-	-	-	(1)	-
Eyo	20	7	11	4	31	11
Fearon	2(1)	-	-	-	2(1)	-
Flanagan	20	29	11	18	31	47
Flynn	12(2)	2	-	-	12(2)	2
Hassell	14(3)	-	2(1)	-	18(4)	-
Jamieson	22	3	11	-	33	3
Jones A.	14	3	10	2	24	5
Jones L.	(1)	-	-	-	(1)	-
Lintott	17	2	11	2	28	4
Long	6	1	10	6	16	7
Manley	2	-	-	-	2	-
O'Mara	4	-	-	-	4	-
Parry	17(4)	10	9(1)	5	26(5)	15
Pimblett	1(1)	-	-	-	1(1)	-
Richardson	5(1)	-	-	-	5(1)	-
Rooke	3(1)	-	11	-	14(1)	-
Sillitoe	14(4)	-	1	-	15(4)	-
Smith	(1)	-	-	-	(1)	-
Wells	13(3)	-	1	-	14(3)	-
Whittaker	1(1)	-	-	-	1(1)	-
Wright	14(7)	5	8	-	22(7)	5

DEFEAT FOR FIRST YEARS

Highfield 4 v Institute 2

Institute went down to their second defeat of the season, losing to a much improved Highfield side. Highfield took an early lead from a penalty after Smith had brought down their right winger. Cousineau, making his debut in goal, nearly saved a well struck spot kick. Institute recovered to play some attractive football, but were unable to put the ball in the net. Highfield went further ahead just before half-time following a corner which the Institute defence failed to cut out.

H.T. Highfield 2 v Institute 0

Institute went 3-0 down after a mistake by Sullivan - caught in possession - allowed the Highfield forward to run through and score an easy goal. Institute pulled a goal back through a penalty taken by Sullivan, after Pereschine had been brought down. It looked as if they could force their way back into the game, but yet another careless mistake left them trailing 4-1. A Highfield corner was allowed to fall at the feet of a Highfield forward who made no mistake. The last ten minutes belonged solely to Institute who made many chances, but only managed to take one - a fine shot from Brown from the edge of the area.

This was a very poor showing from the 1st years - they were caught in possession many times, failed to take chances, and were very slow in clearing the ball from defence. A vast improvement is needed for Saturday's cup match v Bluecoat.

Scorers: Sullivan (pen), Brown.

Team: Cousineau 7, Carefull 6 (Lee 6), Smith 8, Sullivan 6, Peters 6, Conroy 6, Brown 7, Pereschine 7, Gibilini 6, Ego 5, Partington 6.

Here we go again. Same rules as before. Each 'game' holds points. The 1st boy to write down the answer and hand in to the editor obtains 3 points. The second 2 points and the third 1 point. (unless a different point allocation is notified.)
Each week a league table will be printed showing the leaders. After a couple of weeks the leader will win the prize.

This week there is just one game. (See back page)

This game carries a higher-point quota. Here are the rules.

Hidden in the square are a number of football teams followed by a number that indicates the goals that they score.
Immediately before the team is written either 6 SF or F.
This indicates if the game is a 6th round tie, semi final tie or Final.
Immediately after the team (immediately before the number of goals scored) is a letter . The same letter after another team means that these two teams play each other.

Therefore all this information should allow you to work out all the 6th round ties. and results
Semi final ties and results
and final result.

Eg. Something like this will be found. 6Colchesterz2
6Ipswichz1

Of course Colchester beat Ipswich 2-1 (the two Z's indicate they play each other.)

Don't jump to conclusions. Look hard in the square. I want the results of all games in this competition. 6th round semi final and final.

Now if this has confused you this is what to do and what not to do.

Read it all again. Then again and then again. It is really quite clear. If after half a dozen tries you are still confused go and buy the Beano or the Dandy.

Don't I repeat Don't come and pester the editor unless you have the written answer. I shall get quite violent if you do.

Now read on.

Also hidden in the square are 20 living creatures. Find them also.

Here are the point allocations.

1st answer to the football question (correct)	10 points
2nd	7 points
3rd	4 points
4th	2 points.

1st correct answer to the living creature ?	5 points
2nd	3 points
3rd	1 point.

WINNER OF LAST QUIZ LEAGUE £1 PRIZE
SHEPPARD 2A. Congratulations.

RJ Cooke EDITOR.

SCHOOL LEAGUE.

	P	H	D	L	F	A	Pts
Third Year	10	9	1	0	55	12	19
First Year	11	6	3	2	40	17	15
Second Year	8	3	4	1	31	22	10
Fourth Year	9	5	0	4	27	28	10
2nd XI	11	4	2	6	48	37	10
3rd Year B	5	4	1	0	19	12	9
1st XI	7	3	0	4	15	17	6
Also played							
4th Year B	3	2	0	1	24	14	4

Positions worked out not on goal difference but on number of games played if points are equal.

R 4 J T Z S F L I V E R P O O L G 2 G H J L K M
 Q B B B C M X M I M X D C B L K H G L I J 2 N M
 N B Z B C O M L O O P R E V I L F S P M L M L 4
 N D M B X M G M X G M H R M P M X T T I P 2 M X
 Y S C X M G F C C R T R H X R P M 6 M P P A L X
 Q F Q S M C N R P 2 A N O T R E V E 6 X M A X 8
 R A N F X C O Q P Q P P H B D R P V Q Q P E X Q
 S R F E C C R L R P 6 P 3 H D A P E X T P S M 7
 T S G V R C W G P P N P P B H T Q R W P T L Q X
 U E H E B R I Q T Q O B W O C Q H T Q A T E Z E
 V N J R D C C H A B R W B P P 6 N O H R P H Q L
 W A C T O C H M D D W W 2 B L A P N M R T C Q G
 X L C O R R L H P H I M M B P R P 2 M O H 6 R A
 Y H K N M C 2 N O O C H S A P S P 3 P T P T Q E
 Z O L M N C C S L P H H M M M E X K T N X P T M
 B Z M O R G R S E Q Y H X A Z N H X P P H 2 T Q
 C 6 N X T X O S R 4 I X Q L H A R H R P H X P Q
 A S S M G A C A X Q G Q Q L M L K S E X P L Q 3
 B Y O O T M C X T Q Q N K W Q C X V G X P O P T
 E X O X T X X C X W W M O K M I M N I W X O Q 4
 A C P R I C N O T U L 6 Q T K R Q X T W Y P G H
 V W 7 Z T Z X V C V Q Q C Q R T K G J P K R Q J
 E C B I L N O T R E V E F H Q E M H I B D E P L
 R C Q R T P X Z C X Q S T U E X V V W P Z V Q I
 N V O Y Y R U B 6 Q X R X K Q L V E V N M I R O
 N C R Z X V X B C V V O P I R Q S Q F P Z L F N
 M 7 S H O R S E B Q B C B P X I Q E O S P 6 G G
 X T T R D E X B B A X B F 6 P Y H I A J P K L M
 X U G O R F X B E C C T A S R Z E Q P Z P O N E
 T X T U V W X S Y X X E B M Z B Z L D P 3 Q R S
 R T O N M M L Q Y T K M L B U X Y Z N M N F G H
 R S U F C E B X N C C 2 B K W P V 2 P R O D H O

M	B	V	Q	H	R	Y	A	X	M	W	W	B	B	C	D	S	T	R	Z	U	B	C	M
M	B	W	C	T	S	X	Z	X	C	I	H	H	C	I	W	R	O	N	F	S	B	I	J
N	I	6	U	V	9	W	X	8	T	U	H	I	B	N	O	T	R	E	V	E	6	6	K

GAME ONE. FOR INSTRUCTIONS SEE A PREVIOUS
 PAGE.

SEE YOU ALL IN NUMBER 64.