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Thread: Training and Finances - An Alternative Guide

Thread Tools

13-11-15, 04:12 AM

#1

trevorplatt
Hot Prospect for the Future

Join Date: 11-03-12
Location: York, England.
Posts: 164

Training and Finances - An Alternative Guide

Hi all,
I've been playing this game since it was released in erm... 01-02, obviously. Between than and discovering the original incarnation of this site I muddled along never really learning anything about how to *play* the game whilst enjoying limited success. Since becoming a member of this community (which I frequent all too sparingly, I'm sorry to say) I've become more intrigued with the minutia of both Training and Finances. Thanks to the now famous excellent work by The Eejit (<http://www.champman0102.co.uk/showthread.php?t=714> a must for everyone, not just newbies) and my own research into the finances of matches and running a reserve team I've got a better understanding of getting the most from my team. At this point I feel I should disclose that I'm totally and utterly inept when comes to tactics, so I won't be offering any insights into that aspect of the game, and I'm not particularly great at scouting either (I often rely on you guys for that). But there are a number of things thing that I now do with every team I manage, regardless of their position in the league and if any of these insights can help any of you, then this won't have been a waste of time.

I've divided this into three sections: Training (mostly taken from the above link [at the time it was originally posted]); Finances Part 1: Match Day Revenues and the Costs and Efficiency of Running A Reserve Team; and Finances Part 2: Staff Costs and the Tie-in Between Finances & Training.

Firstly Training.

In the spoiler box below is a copy of my observations from The Eejit's research (which may include some bits and bobs from myself and others). I seem to remember there being more to it than what was copied over to the above link but I could be wrong. It was by no mean feat migrating everything across and I certainly don't envy those who

achieved it (particularly Patinoz 🙌).

Spoiler! Show

Attributes that increase with each training regime:
Fitness: Acceleration, Agility, Jumping, Pace, Stamina, Strength, Reflexes.
Tactics: Decisions, Marking, Off the Ball, Positioning, Teamwork.
Shooting: Finishing, Long Shots.
Skill: Crossing, Dribbling, Heading, Passing, Set Pieces, Tackling, Technique.
Goalkeeping: Handling.

Not affected by training: Aggression, Anticipation, Balance, Bravery, Creativity, Determination, Flair, Influence, Work Rate and all Hidden Attributes.

[Note: Those attributes that are underlined are known to this community as CA15 Attributes, for more about those read this:
<http://www.champman0102.co.uk/showthread.php?t=4237>]

Ave. player improvement (%) per quality of Training Facilities:
Awful = 1.5
Needs Investment = 2.0
Good = 1.8
Excellent = 1.8
Top Facilities = 2.3

Ave. player improvement (%) per No. of coaches:
 No coaches or Assistant Manager (AM) = 0.00
 AM + 0 coaches = 0.29
 AM + 1 coach = 0.82
 AM + 2 coaches = 1.72
 AM + 3 coaches = 2.21
 AM + 4 coaches = 2.67
 AM + 5 coaches = 2.70

Average player improvement (%) per regime for each coach:
 For coaches with *coaching outfield* [CO] rating 20 and *coaching goalkeepers* [CG] rating of 20:
 5 regimes per coach = 2.74
 4 each = 2.70
 3 each = 2.72
 2 each = 2.11
 1 each = 1.01

Coaches with CO 15 and CG 15:
 5 each = 2.74
 4 each = 2.70
 3 each = 2.40
 2 each = 1.60
 1 each = 0.40

Coaches with CO 10 and CG 10:
 5 each = 2.74
 4 each = 2.25
 3 each = 1.70
 2 each = 1.00
 1 each = 0.20

Coaches with CO 5 and CG 5:
 5 each = 1.40
 4 each = 1.00
 3 each = 0.50
 2 each = 0.20
 1 each = 0.10

The conclusion to The Eejit's work is:

To achieve maximum efficiency the total coaching value (ie. the combined total Coaching Outfield or Coaching Goalkeepers rating for each coach per regime) should be 50.
 So, 5 coaches with CO 10 is $5 \times 10 = 50$ (2.74 % improvement); 3 coaches with CO 20 is $3 \times 20 = 60$ (2.72 % improvement);
 Therefore 1 with CO 10, + 1 with CO 12, + 2 with CO 15 = $10 + 12 + 15 + 15 = 52$, which should bring you the maximum possible player improvement, 2.74 %.
 I found this to be the most important element of The Eejit's work.

Here is an example in table form:

Name	Pascoe	Achterberg	Hyde	Marsh	Walker	Total =
CO	17	13	14	17	15	
CG	9	20	16	8	16	
Fitness	17	x	14	17	15	x 63
Tactics	17	13	x	17	15	x 62
Shooting	17	13	14	17	x	x 61
Skills	17	13	x	17	15	x 62
Keepers	x	20	16	x	16	x 52

Combine this with each coach working at least 3 training regimes and you have the most effective use of your coaches.

But what training regime should be used for each position, and what intensity should they be at? This one, quite obviously is a personal preference. Knowing which attributes are improved with each regime helps us to tailor each schedule to best suit the players needs. I use the following:

Spoiler!

Goalkeepers:
 Goalkeeping = Intensive (Handling)
 Tactics = Medium (Positioning)
 Fitness = Medium (Agility, Jumping, Reflexes)
 Skill = Medium (Passing)
 Shooting = None
 New Position* = Goalkeeping

Defenders:
 Tactics = Intensive (Positioning, Marking)

Skill = Intensive (Tackling, Heading, Passing)
Fitness = Medium (Acceleration, Jumping, Pace, Strength)
Shooting = None
Goalkeeping = None
New Position* = Defense

Midfielders:

Skill = Intensive (Passing)
Tactics = Medium (Positioning, Off the Ball)
Shooting = Medium (Long Shots, Finishing)
Fitness = Medium (Acceleration, Pace, Stamina)
Goalkeeping = None
New Position* = Def. Mid for Defensive Midfielders; Midfield for Midfielders; Att. Midfield for Attacking Midfielders.

Forwards:

Shooting = Intensive (Finishing)
Fitness = Medium (Acceleration, Pace, Jumping, Stamina, Strength)
Tactics = Medium (Off the Ball)
Skill = Medium (Heading, Dribbling)
Goalkeeping = None
New Position* = Forward

*There is no evidence that Adding "New Position" for a player that already plays that position will improve them, but it certainly doesn't hurt.

You'll notice that Defenders have two intensive regimes, which does increase the frequency of injuries, however The Eejit also showed that having three physios will decrease the frequency of injuries and the duration of the injuries.

Managing your reserves development.

We know that training doesn't improve all of your players attributes and that the remaining attributes are improved by playing games. The reserve fixtures are completely out of your control, as is the quality of opposition. Rather than controlling the Reserve side I prefer to control their development a bit more closely. I promote all of my players to the first team and have my reserves play 1 friendly every week. This will also help you to raise more money (see below).

Pick 15 to 20 teams, I use CMScout to search for Keepers at teams with a Club reputation between 8000 and 10000. Sort the list according to team, then according to reputation.

Make a note of the top teams. Arrange a **Home** friendly every week throughout the season (I always try to schedule it for a Monday) against each team, once at the bottom of the list start again from the top. Use these games to blood your youth players.

If you are at a team where the top sides reject your friendly requests try arranging games against sides in the league above; alternatively use CMScout to discover your clubs reputation and search in the same way as mention above for teams between your Club Rep and your club + 1000.

Finances Part 1: Match Day Revenues and the Costs and Efficiency of Running A Reserve Team.

This part is from my own research.

A few times now I have recorded data throughout the course of a season for both a top side and a lower side, unfortunately that data was on the old site and on a now defunct hard drive in the bottom of a drawer. However it basically consisted of:

- *Away games gained no revenue, whether they were League games, Cup games or friendly games,
- *All home games generate revenue from ticket sales and merchandising,
- *You lose money from ground maintenance, which does increase depending on how many home games you play but it's much less than the combined income from gate receipts and merchandising,
- *If your reserve team play their games at another stadium you lose money for the privilege,
- *If your reserve team do play at home they bring in very little money, especially compared to senior friendly games.

So, if home games make money, the reserve games lose money/make little money, home friendlies give you more control and are a better way to develop your youth... Circle back around to Managing your reserves development, above.

Finances Part 2: Staff Costs and the Tie-in Between Finances & Training.

Personally I think all teams should hire the cheapest staff possible. More money for quality players. But the staff you hire need to up to the job. Thanks to the aforementioned work by Sir Eejit of Champman0102.co.uk we now know that three physios are highly beneficial with regards to keeping your players fit, but we also know that the only significant stat is Physiotherapy. Therefore, go forth and find the three cheapest unemployed physios you can, reputation is meaningless.

This also applies to coaches. Coaching Keepers and Coaching Outfield Players are the only proven significant attributes, so go looking for the four cheapest unemployed coaches with CO/CG of 12 or 13 and above and give them four regimes each. Working with youth players *may* be useful, but there is no real evidence of that and there is no evidence than any other coach attributes have any effect at all. You can usually pick up a physio or coach for a few hundred pounds a week, much less than the thousands that high reputation staff ask for. Also, I never hire an Assistant Manager, they want more money and apart from the occasional insight into a player I don't think they add anything to a team unless you utilise the Holiday Mode, if you can find one that still wants the low, low

wages of a mere coach then my all means go for it, but I rarely find one. Finally, Scouts. Again, this is down to personal preference but I only keep one scout on the books, the one with the lowest wage but highest Judging Player Potential and assign him to searching for Youth Players. If you use Fog of War (I don't) I'd also recommend keeping a couple more with high Judging Ability, one to scout Next Opposition and another to search all the different regions in turn, starting with the ones you're most likely to buy players from. As with other staff, Judging Ability & Potential are the only useful attributes so go and get the cheapest you can find.

[EDIT: The table example of coaching regimes is horizontal, rather than the vertical as I intended. Sorry, it's the first time I've used that function.]

Last edited by trevorplatt; 13-11-15 at 04:28 AM.

The Following 3 Users Say Thank You to trevorplatt For This Useful Post:

ah786, fulrush, simonecappellini

26-11-15, 08:26 PM

#2

Goofy ◊
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

Nice bit of info mate, thread stickied 🙌

26-11-15, 08:43 PM

#3

Jesus ◊
First Team Player

Join Date: 04-03-12
Posts: 3,459

Agree with Goofy, this is a nice alternative to what we know already and also summarises The Eejit's research well. Good work TP 🙌

08-01-16, 09:20 PM

#4

Coys ◊
First Team Player

Join Date: 03-03-12
Posts: 3,312

This is a really nice summary. Deserves a bump from me 😊

19-04-16, 03:10 AM

#5

guiluismelo ◊
Youth Team Player

Join Date: 01-09-12
Posts: 6

That's a really nice piece of information. There is just one thing wrong about your findings. You say "Away games gained no revenue, whether they were League games, Cup games or friendly games" but for my experience in the game away games from Cup games gives ticket sales money. That's what saves my finances in most part of the times I'm with some small club from lower divisions. I stated a save game with Grimsby (English Conference Division) and I faced Man Utd at Manchester in the League Cup. More than 68.000 in the stadium and more than 1 million to my bank account. Unfortunately I don't have a screen shot of the finances in the occasion because I saw this post just after that. I'm not sure how it works for Continental Cups or other championships.

22-04-16, 10:43 PM

#6

trevorplatt ◊
Hot Prospect for the Future

Join Date: 11-03-12
Location: York, England.
Posts: 164

Originally Posted by **guiluismelo** ▶

That's a really nice piece of information. There is just one thing wrong about your findings. You say "Away games gained no revenue, whether they were League games, Cup games or friendly games" but for my experience in the game away games from Cup games gives ticket sales money. That's what saves my finances in most part of the times I'm with some small club from lower divisions. I stated a save game with Grimsby (English Conference Division) and I faced Man Utd at Manchester in the League Cup. More than 68.000 in the stadium and more than 1 million to my bank account. Unfortunately I don't have a screen shot of the finances in the occasion because I saw this post just after that. I'm not sure how it works for Continental Cups or other championships.

Thanks everyone, sorry I've been away for so long again! Life's a pain. I'm looking forward to the April update when I get home.

I did the research for the ticket prices a long time ago and published it on the old site, unfortunately my hard drive with the info on crashed, but I remember being a bit pissed off that we didn't get any revenue for any away game for either Liverpool or York City (I might try to repeat my test in a month or two). Liverpool played their reserve's games at a nearby Club and it actually cost LFC money to play there. Scandalous!

20-06-16, 07:10 PM

#7

MVP ◊
Youth Team Player

Join Date: 21-07-13
Location: England
Posts: 23

Question on your goalkeeper training. You've provided the regime as below spoiler. You've shown the Goalkeeping training only improves 'Handling'. Now lets assume two things (1) all the goalkeepers in your squad are aged 25+ and have maxed out their Handling (very unlikely to increase in future) or (2) your No 1 goalkeeper already has Handling attribute at 20 and you're not that concerned about back ups gk's. Is it necessary to set the goalkeeping at 'intensive' training since it won't improve the Handling attribute any further? Wouldn't it be better perhaps after a one or two seasons to change it to medium and instead use the intensive training for fitness and/or tactics?

Spoiler!

Goalkeepers:
Goalkeeping = Intensive (Handling)
Tactics = Medium (Positioning)
Fitness = Medium (Agility, Jumping, Reflexes)
Skill = Medium (Passing)
Shooting = None
New Position* = Goalkeeping

22-11-16, 04:47 PM

#8

king_emile_18 ◊
Youth Team Player

Join Date: 18-10-16
Posts: 17

Is there any benefit of assigning coaches to 3 or 4 schedules like you've done in your table?

Based on what I read you can assign them to all 5 and it makes no difference.

23-11-16, 03:51 AM

#9

Fods ◊
Not Needed at the Club

Join Date: 16-12-11
Location: Australia
Posts: 11,493

Better off reading the "everything there is to know about training thread "

14-04-17, 03:45 PM

#10

fry78 ◊
Backup Player

Join Date: 17-01-13
Posts: 818

Just on the finding coaches thing.

I find the best way of doing it is hiring player coaches (poor quality player great quality coach)

Then when he retires from playing he normally does not want much money to become a full time coach.

I found this guy Marco Garavelli by this method. I eventually made him assistant manger.

These are his attributes in season 4 started 2014.

Marco Garavelli coaching attributes

Friday 30.3.18 PM

Marco Garavelli (Boa Esporte)

Profile Injuries & Bans Contract Transfer History

Born 4.3.80 (Age 38). Italian.

Adaptability	14	Man Management	17
Coaching Goalkeepers	17	Motivating	17
Coaching Outfield Players	17	Physiotherapy	17
Determination	11	Tactical Knowledge	20
Judging Player Ability	17	Working With Youngsters	20
Judging Player Potential	20	Coaching Style	Technique-based
Level of Discipline	19		

4-4-2
Prefers a direct attacking style of play

Assistant Manager

Back Next

You Have News

Marco Garavelli Wages only €3000 per week

Friday 30.3.18 PM

Marco Garavelli (Boa Esporte)

Profile Injuries & Bans Contract Transfer History

Born 4.3.80 (Age 38). Italian.

Type	Full Time Contract
Wages	€3,000 per week
Expires	28.12.20
Bonuses	None
Clauses	None
Notes	-

Assistant Manager

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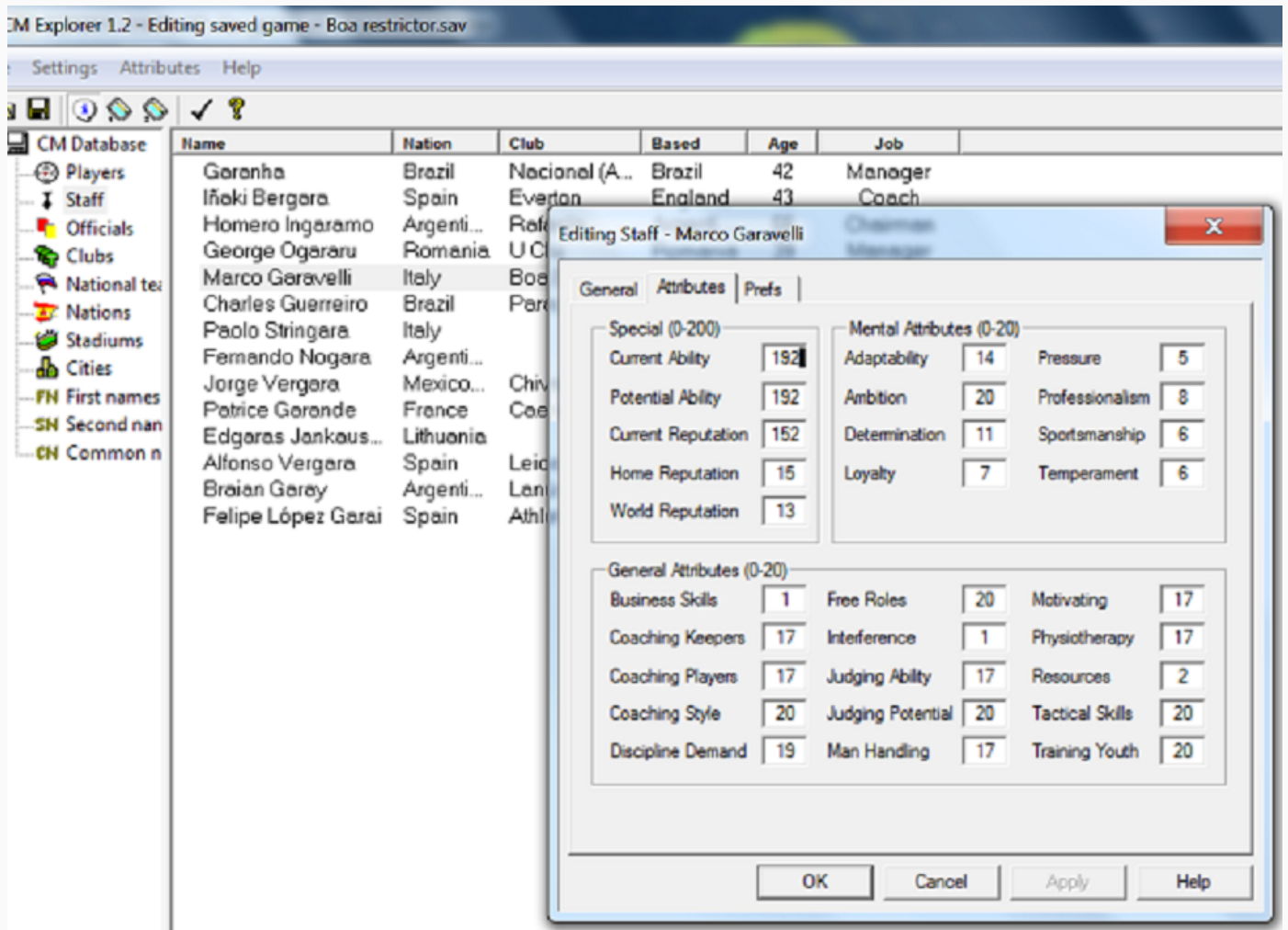
You Have News

Which is less than the average wage per week of the whole squad, highest earner €9,000 per week/Lowest €100

I never thought of looking at the ability of staff members until now.

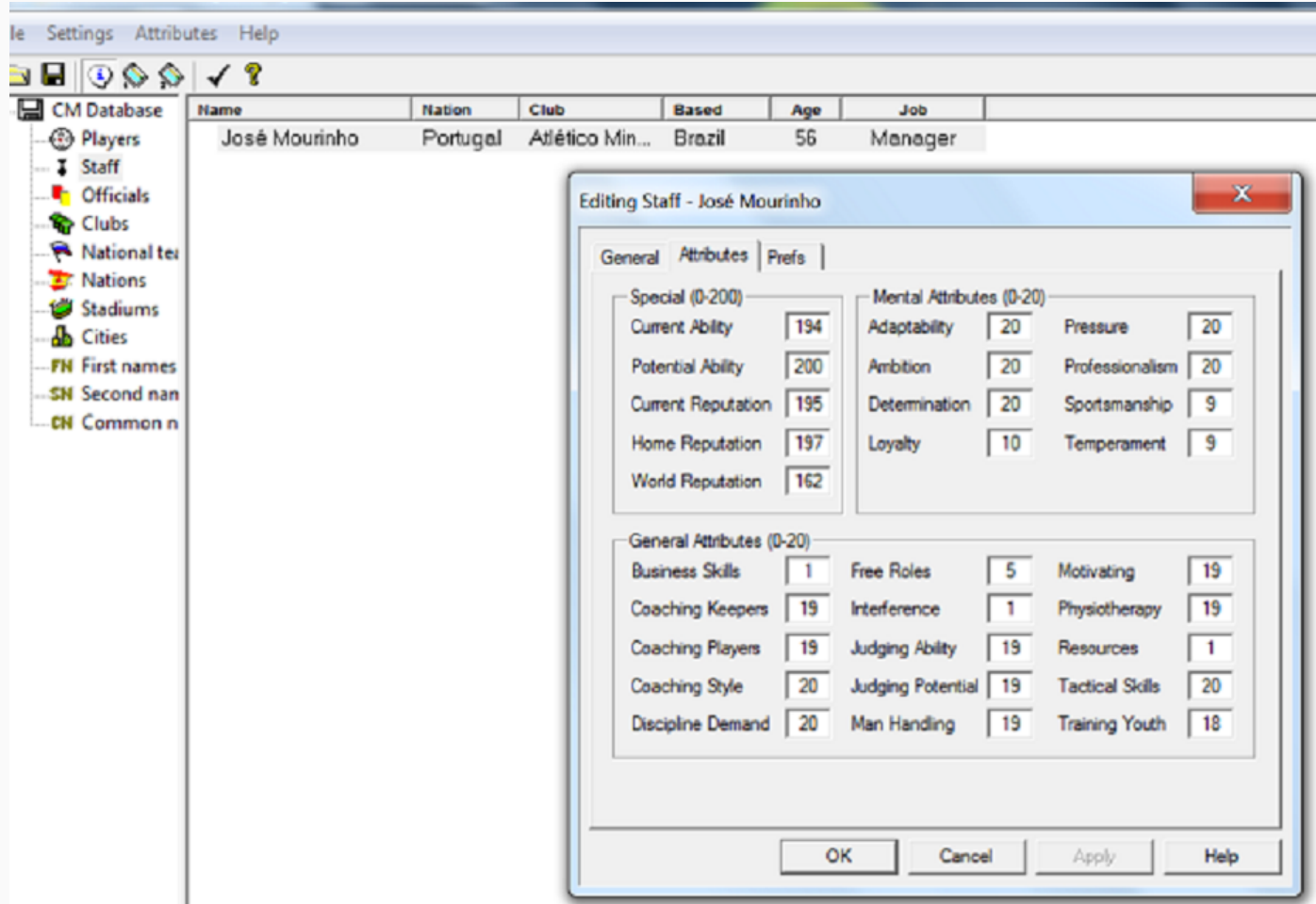
So I used cm explorer and found that he was at 192 potential ability and current ability!

Garavelli cmexplorer



Jose Mourinho in contrast is only 2 better than Marco Garavelli on current ability on 194

Jose Mourinho cmexplorer



I find it is handy having an assistant manager to tell you which players are performing well in training, or the level of a youth player coming through the academy.

Nearly all of the staff I have prefer a direct style of play, by coincidence I play a direct style now as it seems to suit the players.

Has anyone done a test on prefers direct style of play staff v different playing styles???

As for the training I just keep it simple with no easy training on any regime, and leaving intensive on the obvious ones, shooting for striker.

I also leave all keepers on intensive goalkeeper and intensive tactics - medium the rest and no shooting.

I leave youth outfield players on all intensive - with no goalkeeper.

If first team players training in a new position example def can take it (without a severe drop in condition) I leave them on intensive skills and tactics.

I have never done any tests on my training but that is what I do through trial and error.

Last edited by fry78; 16-04-17 at 12:11 PM.

01-05-17, 03:37 AM

#11

Thithoe ◊
Youth Team Player

Join Date: 26-04-17
Posts: 10

NIce one, i never thought this far...👍

01-05-17, 11:58 AM

#12

scemoka ◊
Backup Player

Join Date: 08-03-12
Posts: 596

I generally use short passing, but I sometimes i prefer direct style play. New project, new job,my 7 criteria for all players-all positions : aggression +15, acceleration pace +16, jumping +17, agility +13, determination, work rate ,teamwork +15. Very funny. 😄



 Originally Posted by **MVP** 

Question on your goalkeeper training. You've provided the regime as below spoiler. You've shown the Goalkeeping training only improves 'Handling'. Now lets assume two things (1) all the goalkeepers in your squad are aged 25+ and have maxed out their Handling (very unlikely to increase in future) or (2) your No 1 goalkeeper already has Handling attribute at 20 and you're not that concerned about back ups gk's. Is it necessary to set the goalkeeping at 'intensive' training since it won't improve the Handling attribute any further? Wouldn't it be better perhaps after a one or two seasons to change it to medium and instead use the intensive training for fitness and/or tactics?

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Excellent point, if your keepers are maxed out on Handling change Fitness to Intensive and switch Goalkeeping to Medium, just be sure to keep an eye on the Handling stats in case they drop, and if you start getting frequent injuries (which I think is a risk with Intensive Fitness) then change them back!

 Originally Posted by **king_emile_18** 

Is there any benefit of assigning coaches to 3 or 4 schedules like you've done in your table?

Based on what I read you can assign them to all 5 and it makes no difference.

Another good point. I think I still reduce the number of training regimes for each coach out of habit. I remember reading years ago about not overworking coaches, but I don't actually think this is an issue, so yeah, leave all coaches on all the regimes, as long the total is over 50 for each, you'll get pretty much the maximum benefit.

Managing your reserves development.

We know that training doesn't improve all of your players attributes and that the remaining attributes are improved by playing games. The reserve fixtures are completely out of your control, as is the quality of opposition. Rather than controlling the Reserve side I prefer to control their development a bit more closely. I promote all of my players to the first team and have my reserves play 1 friendly every week. This will also help you to raise more money (see below).



Pick 15 to 20 teams, I use CMScout to search for Keepers at teams with a Club reputation between 8000 and 10000. Sort the list according to team, then according to reputation. Make a note of the top teams. Arrange a **Home** friendly every week throughout the season (I always try to schedule it for a Monday) against each team, once at the bottom of the list start again from the top. Use these games to blood your youth players.

If you are at a team where the top sides reject your friendly requests try arranging games against sides in the league above; alternatively use CMScout to discover your clubs reputation and search in the same way as mention above for teams between your Club Rep and your club + 1000.

I'm following the above playing my youth in weekly friendlies instead of being in the reserves.

Is there a quicker way of swapping out my youth for the friendly matches and then vice versa my 1st team for the competitive matches? Its just it takes quite a long time to work between the two teams.

Sent from my SM-G955F using Tapataalk

 Originally Posted by **trevorplatt** 

Another good point. I think I still reduce the number of training regimes for each coach out of habit. I remember reading years ago about not overworking coaches, but I don't actually think this is an issue, so yeah, leave all coaches on all the regimes, as long the total is over 50 for each, you'll get pretty much the maximum benefit.

Can someone explain/simplify this for me? The whole "50 total for coach's". I'm having a hard understanding it and thus applying it into my game.

Thanks in advance.

16-01-18, 01:39 AM

#16

trevorplatt ◊
Hot Prospect for the Future

Join Date: 11-03-12
Location: York, England.
Posts: 164

Originally Posted by **Gonznj**

Can someone explain/simplify this for me? The whole "50 total for coach's". I'm having a hard understanding it and thus applying it into my game.

Thanks in advance.

OK, lets see.

Look at each of your coaches and write down the value for "Coaching Goalkeepers" and "Coaching Outfield Players". Add together all the values for "Coaching Goalkeepers", then all the values for "Coaching Outfield Players". You want both of those totals to be 50 or higher. The key is to get those values to 50 or higher by spending the lowest amount of money on wages. No other coach attributes are relevant and thier reputation is also irrelevant.

Hope this is a little clearer.

Good luck.

16-01-18, 01:45 AM

#17

trevorplatt ◊
Hot Prospect for the Future

Join Date: 11-03-12
Location: York, England.
Posts: 164

Originally Posted by **barfly14**

Managing your reserves development.

I'm following the above playing my youth in weekly friendlies instead of being in the reserves.

Is there a quicker way of swapping out my youth for the friendly matches and then vice versa my 1st team for the competitive matches? Its just it takes quite a long time to work between the two teams.

Sent from my SM-G955F using Tapataalk

Unfortunately there isn't, that I'm aware of. If you have any players (except grey's) in your reserve squad the game is likely to set up some random reserve games, so I find it best, despite the fiddling with the team, to just tolerate it for the sake of proper youth development (and increased income).

17-01-18, 09:44 PM

#18

dilson84 ◊
Hot Prospect for the Future

Join Date: 08-03-12
Location: Angola
Posts: 108

Originally Posted by **trevorplatt**

OK, lets see.

Look at each of your coaches and write down the value for "Coaching Goalkeepers" and "Coaching Outfield Players". Add together all the values for "Coaching Goalkeepers", then all the values for "Coaching Outfield Players". You want both of those totals to be 50 or higher. The key is to get those values to 50 or higher by spending the lowest amount of money on wages. No other coach attributes are relevant and thier reputation is also irrelevant.

Hope this is a little clearer.

Good luck.

I recently read a thread mentioning that, aside from both of these attributes, discipline and Working w/youngsters have an effect on fitness and technique training respectively, and tactic wise, so is tactical knowledge. Is it relevant or just a bonus effect from those attributes during training and development?

19-01-18, 02:30 AM

#19

Originally Posted by **dilson84** ◊

I recently read a thread mentioning that, aside from both of these attributes, discipline and Working w/youngsters have an effect on fitness and technique training respectively, and tactic wise, so is tactical knowledge. Is it relevant or just a bonus effect from those attributes during training and development?

I think there was "no evidence" during testing that any other coaching attributes made a difference on players attributes through training (remembering that some stats only increase with game time - hence managing your reserves better), except [I]possibly[I] Working With Youngsters, for which I think the conclusion was "it can't hurt". As I've said it's taken from work by The Eejit (<http://www.champman0102.co.uk/showthread.php?t=714>) but that work was originally posted to the old site and I'm not sure all of it was copied across!? I made notes based on his work on the old site and used that to create my original post here along with my own work on team finances (which I think was completely lost on the old site). I don't think any research has been done with regards to the other coaching stats effects on moral, tardiness, youth development etc but I'm not sure those elements have a big enough impact on the game for some one to bother researching them!?

19-03-18, 01:35 AM

#20

Liliam ◊
Youth Team Player

Join Date: 12-02-15
Posts: 1

Hi all,
i am not sure if my discovery was posted somewhere before or not, so i apologize if i am going to repeat something what was already mentioned.

If I am right, coaching goalkeepers means how good your coach is in coaching goalkeepers and coaching outfield players means, how good is your coach in coaching outfield players.

According trevorplatt summary at the very top of this topic, to achieve maximum efficiency, the total coaching value per regime should be 50.

I am going to take in consideration an example of coaches, provided by trevorplatt (Pascoe, Achterberg, Hyde, Marsh, Walker) and i will focus on training regime fitness.

We have 4 coaches assigned to fitness training (all above mentioned, except Achtenberg) and their total coaching value is 63, so maximum efficiency of fitness training seems to be secured.

BUT I suppose, that 63 is total coaching value of fitness training just for outfield players! A value for fitness training of goalkeepers is only 49 (because you have to count coaching goalkeepers skill of four assigned coaches - so 49, not 63).

So for each of regime you should consider both skills of coaches - coaching outfield players and coaching goalkeepers as well.

Of course, there are exceptions, specially in shooting and goalkeeping regime. For example, your goalkeepers will not be probably assigned to train shooting. So, concerning shooting regime (if all your goalkeepers have intensity of shooting set to none), you do not need to consider coaching goalkeepers skills of assigned coaches.

13-04-18, 08:13 PM

#21

terzino sinistro ◊
Youth Team Player

Join Date: 12-04-18
Posts: 14

Can Outfield coaches train goalkeeping, or do you need to hire a Goalkeepers coach?

16-04-18, 08:03 PM

#22

terzino sinistro ◊
Youth Team Player

Join Date: 12-04-18
Posts: 14

Anyone?

Do specialist GK coaches do a better job at training GKs, or it makes no difference like the other coaching styles?

22-04-18, 09:06 AM

#23

1369phil ◊
Hot Prospect for the Future

Join Date: 06-04-12
Posts: 110

One thing I've noticed having just done the "mid season friendlies" is that my players who are up for loan will get offers many times more offers than when they were in the reserves. Normally I wouldn't get any interest in the first season for youth players - this time around I had at least 10 offers (mostly scuppered by "loan cancelled as they can't have any more players on loan"!)

cianni44 ◦
Youth Team Player

Join Date: 10-09-18
Posts: 1

Originally Posted by **trevorplatt** ◻

Combine this with each coach working at least 3 training regimes and you have the most effective use of your coaches.

If you've five coaches, why don't u use all of them for each regime?

Is that bad to use 5 coaches (plus asistant manager =6) for each training regime? Or it will cause any bad situations about training and improvement our players?

I'm only asking if i have 5 coaches (like CO15 CG15), could i use all of them for each regime?

Thanx..

jackyboi90 ◦
Hot Prospect for the Future

Join Date: 13-11-15
Posts: 129

Quick question guys, this have never happened to me in all my years of playing CM. I am in the year 2050 and have taken over Harrowgate FC who have just been promoted from the non league to the conference. We are in all kinds of debt despite only buying youth players on free transfers. When I look at the finance page it has us making a loss last month of 2.09 billion due to paying interest. Anyone know what that's about?

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Thread: Training and Finances - An Alternative Guide

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22-08-20, 08:41 AM

#26

Nox1930
Youth Team Player

Join Date: 19-08-20
Posts: 1

Originally Posted by **barfly14**

I'm following the above playing my youth in weekly friendlies instead of being in the reserves.

Is there a quicker way of swapping out my youth for the friendly matches and then vice versa my 1st team for the competitive matches? Its just it takes quite a long time to work between the two teams.

Sent from my SM-G955F using Tapatalk

The way I found is from the Squad screen -> View by Stats -> then on to Competitions -> Non Competitive and sort by appearances. You'll find your first team not playing many Non Competitive games (apart from pre-season) so when you sort from least appearances to highest your reserve squad will be there.

Hope this helps 😊

The Following User Says Thank You to Nox1930 For This Useful Post:

bezgoals

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