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Tune in every month for a jam packed Newsletter. The Team will wrap up all the happenings of the previous month, conduct eye-opening interviews, as well as include numerous fun facts and trivia to keep you entertained.

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Q & A with kehmesis

By: Kwest

Q: What area are you from or live now?

A: I'm from Gatineau, Canada. I live 5 minutes from Ottawa. And I hate the Sens, but not as much as the Maple Leafs.

Q: Are you in school? If not, do you work full time?

A: Neither. I work part-time as a supervisor at the National Arts Center's parking lot and I teach part-time in College.

Q: How did you come across Metroho?

A: Hockeybuzz.com's forums. I immediately loved it.

Q: Why did you decide to write the help guide?

A: buddy of mine also plays the game and we keep coming up with new ways to improve our teams. I work with him and we're always talking about Metroho at work. We created multis early in the game in order to test some theories I was coming up with and put them into practice. That gave us a lot of experience in a short amount of time. Eventually, we found out that some things worked and some things didn't. I started taking some notes down and it eventually turned out into a guide. I am a very competitive person and in every game I play there are always veteran players writing guides for new players so that they don't take forever to learn the game on their own. I always thought these helped a ton getting new players hooked. I love Metroho and I want the game to succeed. Sharing some information with newer players was my way of participating in its success, just like some players host tournaments and others donate money, and so on.

Q: How long did it take you to write the guide?

A: It's really hard to say. I've written two and they consist of about 80% of my knowledge at the time I wrote them. If I had to answer that question in terms of amount of time it took me to type it, I'd say a couple of hours. But it took several months to come up with the content. I have a lot of new content should I want to write a third one. The game keeps evolving and it's fun to keep up to date. So we could say that the third guide, should it ever be written, will have taken about 600 days to write

Q: What is the single best piece of advice for a new player?

A: It's all about the contracts! It actually depends what their goals are. But if they want to build the best team, the best advice I can give them is understand what a good and a bad contract is. This is the only way to beat the salary cap. In theory, it's possible to have an all elite team, without a single consumed player, with a player rotation that will keep you from getting "off" or "bad" seasons because contracts are expiring. And the only way to do it is by having players under good contracts and a strong development of draft picks. I used to think no player should ever make more than 7.5M, and I would preach

that everywhere. Well, it ends up I was wrong. That's a horrible contract. "True value contracts" (see my guide for reference) should never be given out, even if I wrote in the guide that teams will have to have a few. I was wrong.

Q: How many multi's do you have?

A: I created four teams in total. A buddy of mine is playing one of them now, so I have three left. Two of them are VIP teams and are very active. The 3rd one is less active, but I enter leagues with them from time to time; they are far from dead. I also help my friend with his teams, and he has five. All of them are VIP, including The North Stars, the team with the most Metro Cups.

Q: How did you come up with your team name?

A: I really don't know. Divine inspiration?

Q: What do you see in the long term for Metroho?

A: I see a more structured way of dealing with leagues. Personally, I'd like to see permanent 30-team leagues with promotions and relegations that make a little more sense than what we have now. For instance, an expansion team would join a level 1 permanent league that just promoted 2 teams to level 2 (the league would then have 2 free spots). We'd all play in the same league until promoted or relegated. Obviously that would keep people from playing with friends, but I think you could have a competitive Metroho league system, and the current system without levels for casual players.

Q: What are your favorite features you've seen added in your time here and why?

A: The draft system. It's so good. I'm really impressed by it. There are a lot of players frustrated by it, but when you think about it, it's really close to real life drafting. That makes it really exciting. The one thing I dislike is the automatic picks. I understand that it would be pretty hard to implement a live draft. However, I feel like live drafting would be exponentially greater. Sandwich picks often make it hard to draft the exact player that you want, and I can't help but think that draft-day trades are an integral part of hockey.

Q: What feature would you most like to see added?

A: Permanent leagues. Every account could own two teams: one that is under the current system, and one that will play in permanent leagues without outside interference.

Q: What about the game really gets on your nerves?

A: The fact that I have to log-in twice every time. There are a few GMs, too.

Q: How many total Metro Cups have you won, including your multis?

A: Seven.

Q: Do you participate in any other online games?

A: Web-based, no. I used to play Kdice a lot. It's a great game with a dumbass developer that's ruining the game. We're lucky to be "stuck" with Adam.

Q: What is your favourite NHL team?

A: The Montreal Canadiens.

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In a Couple

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By: DB13

Question	kwest	IronDogg
#1- Are the benefits to donating worth the price each month?	Yes	Currently, no
#2- Which is more prestigious: a MetroCup or a Denslow Cup?	Denslow Cup	Denslow
#3- Do you own an Xbox or a Playstation?	Playstation	Playstation
#4- Are people going overboard on the Suspicious Trades forum?	No	Yes
#5- Which team would win in a best-of-seven series: Edmonton or Calgary?	Calgary	Unfortunately, Calgary
#6- Do you own more than one MetroHO team?	Yes	No
#7- On a scale of 1-10, how would you rate the development of MetroHO since you first joined?	7	7
#8- Out of the two of you, who would win in a scrap on the ice?	IronDogg	Kwest
#9- Are you normally a buyer or a seller come the trade deadline?	Depends	Neither
#10- Who owns the team, The Mariusz?	Beefrog	No comment
#11- Can you name off all of 16nico's multies?	Heck no	Has too many to list
#12- Who is your favorite All-Time NHL player?	Sandy McCarthy	Steve Larmer
#13- Should the Medallion be a 2-game tournament?	No	Yes
#14- Who is your all-time favorite MetroHO player?	Son Carrothers	Sheldon Villagran
#15- Is a 100 rated goalie worth \$9,000,000 or more?	No	Yes, but not for me
#16- Who would you have hired for your infomercial, Billy Mays or Vince?	Billy Mays	Billy Mays hands down
#17- Which do you prefer: Coke or Pepsi?	Coke	Depends on what I mix with it
#18- What type of music do you listen to?	Literally everything	Depends
#19- Should Marijuana be legalized?	Yes	Only if fully taxed
#20- Which future improvement do you want implemented first?	Dead team player auction	Version of "Tag! You're It" Tourney
#21- Which teams do you hate to play against?	The Richmond Hill	Any team with higher PR
#22- Will the Toronto Maple Leafs make the playoffs?	Not this year	No
#23- Would you ever buyout a player?	Yes	Yes
#24- Have you ever tanked a season?	No	Yes
#25- When should I expect my free VIP?	Yesterday	Come for a beer and a visit first

DISCLAIMER: Do not take these questions or answers seriously. This is just for fun and entertainment.

A Word from Admin. Adam

Thank you everyone for the awesome support. METROHO has come a long way and is only going to get better. Right now we have a very stable game that offers lots of potential for growth. It is during this spring/summer (May-August) that much growth will occur. Expect METROHO to be showered with updates and for the ideas on the future improvements list to be implemented into the game one by one. Leading up to this summer, METROHO's simulator has been fine-tuned and its drafting system has been revamped. With these fundamentals tweaked, the game is well-positioned to take on new exciting features. Though little is set in stone, the following provides a forecast of the game's near future.

Metrohoers have been waiting patiently for the ability to hire ex-players as coaches and this feature is well worth the wait. Ex-player coaches will come with coaching stats, a coaching market, and the option to pump more credits into your club. Tied in with this update will be backup goalies playing a bigger role in the regular season, as goalies will face fatigue. A high-rated goalie coach will offer the chance to temporarily increase a poor-rated backup goalie's rating.

Bringing further excitement to the game will be the option to bet on games in an effort to accumulate tokens exchangeable for useful virtual prizes. The betting system will allow bets against the house and bets arranged with other players. Bets against the house will allow players to bet on games they play in (such as shinny games) using money lines generated by the game. Understandably, these money lines may not always seem fair to the bettor, in which case they may opt to bet on games through a player-to-player arrangement. Users will be able to send each other betting offers setting their own terms (within reasonable limits) for all types of games played in METROHO. An example of a prize a player might work towards would be a quick drill, enabling users to use check boxes to drill their players. Another prize would be a surveillance system, allowing users to see which of their staff members are being lazy and need to be fired (right now staff members are not set to become ineffective – so if your team doctor has not been working, it is just bad luck).

The third big addition that the game will benefit from will be challenges. For example, one day you might log-on and be challenged to shinny and defeat (or even shutout) a certain team and, if you win, receive a stated reward. Perhaps the biggest challenge will be an All-Star game that takes place on day 20. All-Star games will have the house set up a First All-Star line-up and the user's challenge will be to select their own line-up, using any league players except for those chosen by the house. Participant winners will receive a special All-Star medal and be able to name an All-Star MVP.

Aside from these big updates, the game will also see smaller updates to improve the organization of the game, such as a segmented record book and game previews. From all the updates, big and small, METROHO will not only improve itself in the short-term, but in the long-term as well. These updates will open the door to further expansion (for instance, more prizes and challenges) and a community we will all want to continue to belong to.

Q and A with Kehmesis- Continued from page 1

Q: What is your favorite NHL team?

A: The Montreal Canadiens.

Q: Who is your favorite NHL player?

A: Alex Ovechkin. Ya, not really original...

Q: Have you ever seen NHL games live? If so, in which arenas?

A: The old Forum and the Bell Center, in Montreal as well as the Scotia Bank Place in Ottawa. I've seen about 20 live games, I'd say.

Q: I know there is no "perfect"; strategy, but what works for you?

A: Actually, that's one part of the game that I'm not very

good at. I like the GM part, but the coaching part I have pretty much always failed at. I've always lced one of the best teams in the game since my second season, but my accomplishments are pretty poor compared to the power level of my teams on paper. I like to play high pressure. I use my top 2 lines as offensive lines, my 3rd as the PK line and my 4th will usually be filled with youngsters. My first D pairing will be OD+S@H and will play the PP, my 2nd will have at least 1 S@H and will play the PK and my 3rd is pretty random.

Q: What makes a good METROHO team?

A: The new sim changes everything, and it'll help high PR teams be a lot more consistent. So I could say a high PR, but that's making assumptions. With the old sim it was goalie. You should ask that question to R. Wirtz, he's the king of Metroho.

Hot Issues

By: Footballm11

This is a new section that reviews the best arguments proposed over the month. There are many posts that are placed on the forum boards everyday. Only a few spark heated debates that unquestionably bring enthusiasm to the game. Here is a summary of this month's most talked about debates.

-Realignment of star colors. Although only impacting the visual aspect of the game, this topic brought in over 180 posts. The main point of the argument was that there were too many yellow stars. Most agreed with this. However, what started this main debate was the fact that all the colors shifted instead of having just one new color for the 95-100 rated players. Many support that suggestion, but right now, it seems unlikely to be changed.

-Multiple accounts. For months now, multiple accounts have been disallowed. Recently however, a discussion has been brought up to remove that ruling. There were many sub-arguments in this topic; one being whether or not multiple teams should enter the Medallion. Another, debating whether a two team per account feature should be added. Some don't think that two teams in the medallion would be substantial enough to affect anything. Lastly, a fair number of users simply want the rule to stay in place.

-Private Leagues. One of the most comical debates of the month. After noting a very lopsided league, certain users started questioning the use of private leagues; where one could pick and choose the competition on their way to an easy Metro Cup. Some suggested the private leagues don't have trophies, but the majority felt that these leagues should stay as they are and if people want to cheat the system and downgrade themselves by making unfair leagues, then it's their choice. However, they will be looked at as a waste and a joke in the eyes of the community.

Next month will feature more in-depth debates with prominent GMs over the top arguments of March.

The Mariusz

By: Alfie

90 days ago, a team emerged. The Mariusz. With only one goal in mind, they quickly started about their business. Mariusz, the engineer behind such an organization stated:

"I am in fact part of a secret cloning experiment to try and make the worlds first super human. The experiment was a success. It produced the World's Strongest Man!

"However in its wake it left behind many genetically gifted clones that were secretly funneled into Metroho. I feel for my lost brothers, toiling away, not aware of their true potential. So I decided to bring them together into one super team. A team that would show the glory of what it is to be Mariusz."

Currently, there are 668 Mariusz in Metroho. 26 of them are on his team. When asked how he went about to acquire his lost sons, he explained:

"It all depends on how genetically gifted they are. If it is a player who has a good contract, and we will be able to keep for 8 seasons, and will be a power player on our team; we would be willing to give up a first round draft pick, maybe more?"

"For the first two months, we were under the trade filter for being a new team. We could only swap very similar players and contracts.

"We have a number of prospects and RFAs who are not named Mariusz. They can all go. We are aware of the suspicious trade forum, and that trades need to be fair.

"If a user wants one of our players but does not have a Mariusz, we can still probably work something out. Draft picks help us get Mariusz. So if trading a prospect for a draft pick will help bring home a lost son, we will do it.

"While we would like to bring all of the Lost Mariusz home, there is still the Salary Cap. We still need to ice a team, and win a Metro Cup, so we have to make sure that the right puzzle pieces are coming home.

"Something that we have to be

cognizant of, is that many of our lost sons are still on the free agency market. If we can get equal or better there, we are not going to trade."

Admin. Adam had the following to say about The Mariusz:

"The Mariusz have brought nothing but good things to the game. In addition to their donations to financially support the game, they also bring good humor to the forums. It is very challenging to make people laugh without putting down others, but The Mariusz manage to pull it off time and time again.

"Call them a gimmick, if you want, but The Mariusz are currently leading their league with a 27-4 record and have their eyes set on being promoted to level 2."

Mariusz the GM was extremely surprised at the level of fame and popularity his team quickly obtained in its short existence:

"Being the World's Strongest Man I was already used to some fame. When we first entered the league we were not greeted as warmly as we have been over the past couple of months. In our first league a couple of teams thought that we were a joke, and could never amount to anything. But what surprised us was the immediate support we received. A couple of other teams jumped to our defense right away. It was really heart warming. Seeing the thread wishing us well in our first championship, that absolutely blew us away. We did not know we had so many fans already! What has been amusing is when people have walked up to us outside of Metroho; "I saw a Mariusz on TV Last night! He was on ESPN!"

"So while we expected some notoriety, we certainly did not expect this level of support this quickly. Let us take this opportunity to thank all of our fans, and apologize again for letting everyone down last season with our early exit from the playoffs. We also appreciate all of the fan mail we get, and would like to thank all the fans who keep giving tips on Mariusz sightings."

Q and A with Trogdor1009

By: kwest

Q: What area are you from or live now?

A: I've lived in New Bedford, Massachusetts my whole life. It's about 50 miles south of Boston and somewhere between the 5th and 8th biggest cities in MA.

Q: I've seen that you're on Metroho at all hours. What type of work do you do?

A: I'm almost never on late night during the week. I work the night shift 10 to 6 usually 6 nights a week at a company called Precix, Inc. We make o-rings (as well as some other things, but mostly o-rings) for the automotive and aerospace industry. Some of the companies we do work for are Ford, Toyota, Volkswagen, Martin Fluid Power, and NASA.

Q: How did you come across Metroho?

A: I want to say one of the Gamefaqs boards, but I'm really not sure. I was looking for a good manager game because that's what i love to play. I'm a huge fan of Baseball Mogul. I used to play the online version of that before they took it away and have played dozens of offline seasons on my own. I've played a few basketball sims as well. When i was younger i also loved the APBA board games which are simulated sports using playing cards and dice.

Q: While Googling Metroho, I came across a forum on gamefaqs.com where you and some other guys discussed Metroho. Which teams in Metroho are they?

A: The Smackdown vs. Raw 2006 Social Board was my home board. We really never talked about that game at all; it was just a random discussion board. When I started playing Metroho I used that board to recruit my board buddies to the game and play our own league. You can see on my team page that my first few seasons are labeled "SDVRSB League". Almost none of those guys play anymore, but a few you'll still see around are Tully (Stoney17 - The Guns N' Hoses), AS (angleslam04 - The Ice-Furnaces), and IIMOW (ArrJay - The North Pole Scorchers).

Q: What is your opinion on the help guide? Does it help new teams or hurt older teams that had to find out the hard way?

A: Just because we had to find out the hard way doesn't mean it hurts us in any way. I think having plenty of help available is the best way to go. There are still enough variables in the game that make it so you can't just learn how to build a dynasty without game experience.

Q: How many hours a month would you say it takes to administer the Denslow Cup?

A: I've gotten pretty damn quick at updating the standings. I'd say i only spend 15 or 20 minutes a day doing that and making sure everything is 100% accurate. When the tournament is done it takes a little while to transfer everything to a spreadsheet. Then i have to add all the results into the All Time Roster list and update the rankings as well. That can take anywhere from 1 to 2 hours depending on how much I'm paying attention to what I'm doing. I love to do it though and I used to do similar things by myself using simulators (though not as in depth as the Denslow is).

Q: This was discussed on a forum a long time ago but for people who may have missed it, where did the name "Denslow Cup" come from?

A: I love the movie BASEketball. The championship in that movie is named after National BASEketball League founder Ted Denslow. They call it the Denslow Cup, and I stole the name from that.

Q: Did you ever forgive The Hamburg Kings for using a multi in the Denslow Cup?

A: Yes, he was allowed to continue playing. I wasn't happy with that when it happened, especially because he was one of the guys i had known for years over on the SDVRSB and was one of my recruits to the game. Then he started lying about it publicly to make it seem it wasn't him, when he had already admitted to it in a PM to me.

Q: Is there a logo change in the future for the Denslow Cup?

A: I was thinking about that recently. I might just open it up on the boards and see if anyone wants to try making one. I'm not sure yet.

Q: What did you think when you saw that [R]oBi[N] designed the two Denslow trophies?

A: I thought it was awesome. I had proposed it as a joke mostly when I asked on the forum when the Denslow Cup was going to have profile trophies. Then I saw those and got a message from Adam telling me that he'd be adding them every month for whoever wins. Great stuff.

Q: Have you changed your style of posting since becoming a moderator?

A: I don't think I have. I still get in the occasional scuffle here and there, but it's almost always because I choose to point things out pretty bluntly. People don't like that very much; sometimes they take it personal when that's not the intention I ever have.

Q: Have you thought about running a second team?

A: Yes I have. I decided against it because I just don't think I want to put

the time into it. I am on board for the VIP Challenge league if that ever gets off the ground though. But it doesn't look like that's going to happen.

Q: How did you come up with the name Hax?

A: I have no idea. That's been my team name for a long time whenever I create a team in a video game or online sim. It was the omghax because that's funnier, but then I started using my city instead and it became The New Bedford Hax.

Q: What game addition are you most looking forward to?

A: 2 of my ideas are currently on the list, so I'm looking forward to those. The first one is league All-Star games. My specific idea was that the teams are made and every GM in the league gets to play their own All-Star game just for fun. The results don't mean anything and each player that gets picked gets an All-Star tally on their player page. The community loved the All-Star idea, but mostly wanted it to be just one game for the whole league. We'll see what happens if/when Adam adds it. The other idea I had was making Medallion matches a 2 game series. Most goals advances and if it's a tie the top seed advances. This gives everyone who signs up a chance to at least play one game and get some fans/credits.

Q: I know you don't draft much, but what do you think of the new drafting system?

A: It's fabulous. There are a couple things that could be tweaked to make it better, but it's much better than what we used to have.

Q: Which GM would you most like to see come back to the game?

A: I'd love to see some of my old season-mates come back. Doesn't matter who, but it's always cool to see and "I'm Back" type of post in the Main forum sort of like what the Tequila Studs did a while ago.

Q: What do you see in the long term for Metroho?

A: Hopefully it just gets bigger and better. I don't think there's a current back up plan for if something happens to Adam, so we need him to stay strong and healthy and continue to make this a great game. He's done an excellent job so far and I can't see myself ever wanting to quit.

Q: Besides trolls and Denslow multi's, what about the game really gets on your nerves?

A: The teams that use an apostrophe in their names. That and when users get upset when they are called out on the Suspicious Trade forum. Nobody should ever take it personally, and if you're not doing something wrong then you have nothing to worry about. Don't keep bringing it up and don't whine about it.

Q: How many total Metro Cups have you won and which are you most proud of?

A: I only have 3 and I believe I should have at least 6. 2 times I've lost at home in the MetroCup Finals deciding game, and 2 other times I've lost in the very 1st round after winning a Dominance Trophy. I'm most proud of Season 16, it was an All-Level League open to the first 14 that joined. I made a few trades and ended up going 68-4 taking the Dominance and Metro. I'll argue any day that a Dominance Trophy is far more valuable than a Metro Cup, though.

Q: Do you participate in any other online games?

A: Nothing right now as far as sims go. But I'm a regular on FullTilt Poker and I play NHL 10 online on PS3.

Q: How far North, East, West and South from New Bedford have you been?

A: It's hard to go east, New Bedford literally borders the Atlantic Ocean and I've never been overseas. West, I've been to Kansas to visit some family I have over there. North would be Minnesota and I've never been anywhere south really. Kansas would be the furthest.

Q: Besides geography, what makes the Bruins your favorite NHL team?

A: I was raised to love my home town team no matter what. I would get in fights as a kid for wearing my Patriots stuff when they were the joke of the league. I loved the Sox even though I was sure they'd never win a World Series. So I was a Bruins fan by default when I started watching hockey and fell in love instantly. It's the Original Six, it's the tradition, it's hard hitting every single year, it's the Montreal rivalry, it's hockey how hockey is supposed to be played.

Q: Who is your favorite NHL player?

A: I can't pick just one. All time I'd say guys like Ray Bourque, Cam Neely, P.J. Axelsson and Jumbo Joe. As for right now my favorite is Milan Lucic. He does it all and kicks anyone's ass on the way. Those outside of Boston might not know that Neely is molding Lucic into a new Neely, it's sort of his pet project.

Q: Have you seen NHL games live? If so, which arenas?

A: I've only been to Boston home games. I'd love to get to some other arenas in the future though. A trip to Montreal would be an amazing experience. The Providence Bruins are actually closer to me and I've been there as well.

Q: I know there is no 'perfect' strategy, but what works for you?

A: Always play to win. I'll trade picks and players every single season to acquire guys that I think can help me right now. I doubt you'll find any GM that has traded for more consumed salary players than me. When I know I have no chance at a trophy, I'll trade my UFA to be players and all I look for is trade ammo for the next season. Signing core guys to good contracts and filling in the pieces from there is the way to go. Never be scared to trade the future for the right now, deal with that later on (but don't be stupid about it!).

Q: How can a starting gm become a respected community member?

A: Get involved in the forums. Ask questions about things you're having trouble with. DO NOT do this in a whiney kind of way or no one will help you. Ignore the trolls, no need to get involved with them. I should take my own advice on that one, but I don't. If you're new, it's not worth your time, though. If you just play the game and participate occasionally in the forums (whether it's suggestions, opinions, stat discussions, etc.) then you should have no problem fitting right in and becoming one of the regulars.

Analyzing your team

By: kehmesis

Disclaimer: Stars were changed this week and the changes are not reflected in this article. Consider an elite player as a 90+ rated player, for instance.

Intro

Welcome to the team analysis section of the Metroho Newsletter. I will be analyzing one team every month, picking teams who are active in the community. I will try my best to analyze both new and veteran teams as well as cover as much game theory as possible.

The purpose of this article is to help GMs improve their knowledge of the management side of Metroho.

There will obviously be a lot of GMs who disagree with my statements, critics and methods, but that's fine! Please post your thoughts and comments on the forums. If we can stir up a good debate, it will be a lot of fun and everyone will profit from it.

The goal I am fixing when managing a team is to ice a line-up filled with elite players. This means that a roster should have 12 elite forwards, 6 elite defensemen and an elite goalie, for a total of 19 elite players and 7 fringe players consisting of players making as little money as possible.

Throughout this segment, I will be dissecting teams and heavily critic them.

It will be done in 4 steps:

- Presenting the team's payroll.
- Criticizing the team's contracts.
- Analyzing the team's rotation (a team's ability to replace their players once their contracts are over).
- Making suggestions to help improve the team for the short and long term.

Team: [The Tequila Studs](#)

Owner: [Rick](#)

Power ranking at the time of the analysis: [1293](#)

For this month's team analysis, I've chosen The Tequila Studs. Rick was one of the best GM in Metroho in the game's early life. I recall The Studs being on the top of the power rankings before Rick took a long break. Rick came back recently and, as one would expect after a long break, his team is a mess. Metroho changed a lot during his break. His team has a lot of interesting contracts because of the strategies that were used back then. He also has a poor power ranking for obvious reasons. This gives us the opportunity to talk about the strategies that can be used for younger GMs or GMs whose teams are struggling to find elite players. You'll notice quite a few differences compared to last month's analysis of a stronger team.

Step One: Payroll

Here's The Tequila Studs' payroll in a nutshell. You can see the contracts, the number of players needed and the money available for each of the next 8 seasons.

Player Name	Age	Rating	Salary	Forwards								
				Season #14	Season #15	Season #16	Season #17	Season #18	Season #19	Season #20	Season #21	Season #22
Eleazer	27	92	7,500,001	7,500,001	7,500,001	7,500,001	7,500,001	7,500,001	7,500,001	7,500,001	7,500,001	UFA
Etienne	23	86	5,000,005	5,000,005	5,000,005	5,000,005	5,000,005	5,000,005	5,000,005	5,000,005	5,000,005	UFA
Broda	25	96	5,000,000	5,000,000	UFA							
Reichling	18	84	3,000,000	3,000,000	3,000,000	3,000,000	3,000,000	3,000,000	3,000,000	3,000,000	3,000,000	RFA
Brister	27	80	2,000,000	2,000,000	UFA							
Arredondo	21	83	1,960,000	1,960,000	1,960,000	1,960,000	1,960,000	1,960,000	1,960,000	1,960,000	1,960,000	UFA
Taggard	26	72	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	UFA
Clemmensen	24	83	900,000	900,000	900,000	900,000	UFA					
Riessen	28	75	520,000	520,000	520,000	UFA						
John Wink	26	67	500,000	500,000	500,000	500,000	UFA					
Hart	22	73	400,000	400,000	400,000	400,000	400,000	400,000	RFA			
Benney	22	72	400,000	RFA								
Storey	21	72	400,000	400,000	400,000	400,000	400,000	400,000	RFA			
Runnels	20	71	400,000	400,000	RFA							
Zeiler	22	66	400,000	400,000	400,000	400,000	400,000	UFA				
Flowers	23	63	400,000	400,000	400,000	RFA						
Sanks	23	61	400,000	400,000	400,000	400,000	UFA					
Yearsley	20	60	400,000	400,000	400,000	400,000	400,000	400,000	RFA			
Missing			-3	-2	1	3	6	7	10	10	15	
Liss	19	72	Draft pick									
Laporte	30	72	520,000	520,000	520,000	UFA						
Blackford	31	61	520,000	520,000	UFA							
Vinogradov	37	73	400,000	UFA								
Fulkerson	26	55	400,000	400,000	400,000	400,000	400,000	UFA				
Soros	18	68	Draft Pick									

Player Name	Age	Rating	Salary	Defensemen								
				Season #14	Season #15	Season #16	Season #17	Season #18	Season #19	Season #20	Season #21	Season #22
Bielat	27	91	10,100,000	10,100,000	10,100,000	10,100,000	10,100,000	10,100,000	UFA			
Roth	29	91	6,750,000	6,750,000	UFA							
Cugini	22	88	5,000,000	5,000,000	5,000,000	RFA						
Groos	23	93	2,000,000	2,000,000	2,000,000	2,000,000	2,000,000	2,000,000	UFA			
Blosser	25	92	2,000,000	2,000,000	UFA							
Betancur	30	71	520,000	520,000	520,000	UFA						
Mari	21	74	400,000	400,000	400,000	400,000	400,000	400,000	UFA			
Driever	22	70	400,000	400,000	400,000	400,000	RFA					
Missing			0	0	2	4	5	7	8	8	8	

Player Name	Age	Rating	Salary	Goalies								
				Season #14	Season #15	Season #16	Season #17	Season #18	Season #19	Season #20	Season #21	Season #22
Taylor Bohling	30	94	3,700,000	3,700,000	3,700,000	3,700,000	UFA					
Joseph Zaya	19	89	1,500,000	1,500,000	1,500,000	1,500,000	1,500,000	1,500,000	1,500,000	1,500,000	1,500,000	UFA
Eric Heppner	25	83	450,000	450,000	450,000	450,000	UFA					
Missing			0	0	0	0	2	2	2	2	2	3

Total			63,400,006	63,000,006	46,850,006	40,410,006	34,060,006	21,560,006	19,960,006	19,960,006		
Cap Space			1,599,994	1,999,994	18,149,994	24,589,994	30,939,994	43,439,994	45,039,994	45,039,994		
Players Needed			0	-2	3	7	13	16	20	20	26	
Average \$ per player			3,100,000.00	-999,997.00	6,049,998.00	3,512,856.29	2,379,999.54	2,714,999.63	2,251,999.70	2,251,999.70	0.00	

Step 2: Contracts

There are 2 primary factors when considering the strength of a contract. The first one is obviously the salary. Generally, the lower the salary is, the better the contract. The second one is the length. It's great to have a 400k elite player on your team, but if you're about to lose him, he's only great for one season making the contract a lot less valuable.

So, what's my assessment of The Tequila Studs' contracts? I've separated them into five categories: great, good, decent, bad and horrible contracts. Let's see how that went:

Great contracts

Cortez Reichling ★🏆	84	18	Sniper	\$3,000,000 (8)
Paul Groos ★	93	23	Stay-At-Home Defenseman	\$2,000,000 (5)
Lazaro Arredondo ★	83	21	Playmaker	\$1,960,000 (8)
Joseph Zaya 🏆	89	19	Butterfly	\$1,500,000 (8)

Surprisingly, Rick has many great contracts on his team. Reichling and Arredondo's contracts are pretty much as good as it gets. 8 year cheap contracts for players who will potentially have anywhere between 5 to 7 seasons as elite is extremely valuable.

Groos fits that category as well; expect that his potential has been reach, which is even better. A bargain 93 rated S@H is already hard to come by. One that comes with the very cheap price of 2M per season for the next 5 seasons is simply a rare gem.

I put Zaya in there too. Goalies are quite tricky. It's easy to get a 94-95 rated goalie for the 500k price tag. However, they usually are starters for few seasons. Keeping a starter for as long as possible is important. Signing a goalie for 1.5M loses you 1M per season, but it often will ensure your starter plays for a couple more seasons.

Good Contracts

Ira Etienne ★	88	23	Sniper	\$5,000,005 (8)
Von Broda ★	96	25	Two-Way Forward	\$5,000,000 (2)
Bert Blosser ★	92	25	Stay-At-Home Defenseman	\$2,000,000 (2)
Eric Heppner	83	24	Hybrid	\$450,000 (4)

Etienne is borderline great for the Tequila Studs because of their lack of elite players in their line-up. On an elite team, he'd be a borderline decent contract. What's valuable is the number of years left. It would take bad luck to see Etienne play fewer than 7 years as an elite player with a reasonable price tag. He's playing for his true-value right now, but he's going to save 2.5M for 6-7 seasons. Newer teams or low PR teams should never be scared of 5M elites. Higher PR teams shouldn't have too many, even if they are decent deals.

Broda would be decent in a high PR Team. For a team like the Studs, he is definitely a good contract as they're struggling to ice elite players. Blosser is borderline great, no matter the team he plays for.

Decent Contracts

Shayne Eleazer ★	92	27	Sniper	\$7,500,001 (8)
Darrel Roth ★	91	29	Offensive Defenseman	\$6,750,000 (2)
Tracey Cugini ★	88	22	Offensive Defenseman	\$5,000,000 (3)
Brenden Mari	74	21	Stay-At-Home Defenseman	\$400,000 (6)
Robert Vinogradov	73	37	Sniper	\$400,000 (1)
Maxim Hart	73	22	Sniper	\$400,000 (6)
Donnell Benney	72	22	Checker	\$400,000 (1)
King Storey	72	21	Power Forward	\$400,000 (6)
Andrei Runnels	71	20	Two-Way Forward	\$400,000 (2)
Efrain Driever	70	22	Offensive Defenseman	\$400,000 (4)
Cory Zeiler	68	22	Sniper	\$400,000 (5)
Radek Flowers	64	23	Checker	\$400,000 (3)
Robert Sanks	61	23	Sniper	\$400,000 (4)
Radek Yearsley	60	20	Checker	\$400,000 (6)
Ned Fulkerson	55	26	Playmaker	\$400,000 (5)

Right off the bat let me talk about most of the players in there: the 400k contracts. In no circumstance is a 400k contract a bad contract, unless it's a top prospect in a team that has too many 400k top prospects. Your fringe players should be making 400k, so even a guy like Fulkerson is not a bad contract. The only problem in the Stud's case is that he's icing his low rated 400k players. Some of these guys are decent prospects for The Studs, but would be bad prospects for better teams. After a few good drafts, these players will need to go. If he could get a few 3rd round picks for Mari, Hart, Storey and so on, I think he should go for it as 3rd rounders will often turn out better than those guys.

Then we get the true-value elites. Not much to say. For a team desperately trying to find elite players to ice, true-value is a decent price-tag.

Cugini is interesting. He's a true value superstar that will soon be an elite player. The problem is his contract length, which is downright horrible. Compared to Etienne, we can see why contract lengths play a major role.

Bad Contracts

Taylor Bohling ★	94	30	Hybrid	\$3,700,000 (4)
Maurice Brister ★	80	27	Sniper	\$2,000,000 (2)
Miloslav Taggart	72	26	Playmaker	\$1,000,000 (8)
Daron Riessen	75	28	Power Forward	\$520,000 (3)
King Laporte	72	30	Power Forward	\$520,000 (3)
Mark Betancur	71	30	Stay-At-Home Defenseman	\$520,000 (3)
Alexander Blackford	61	31	Playmaker	\$520,000 (2)
John Wink	67	26	Sniper	\$500,000 (4)

Bohling is a bad contract, but under the circumstances, it's actually a nice pick up for the Studs. It's ok to have bad contracts on your team. I personally have 7.5M elites. The Slayers have a 10M+ 100 rated player. The fact is we have to spend our cap space in one way or another. Acquiring a 94+ goalie with that cap space is a good move if you don't have a starter. But it doesn't change the fact that they are bad contracts.

Brister is similar in that fashion. An 80 rated 27 year old is pretty useless when your goal is to ice an all-elite team, unless he's a fringe 400k player. In this case, however, he's actually an important part of a weak team and he's under true-value, actually making him a decent bargain. In the future, Studs should stay away from such players. Under the circumstances, however, this is another good roster spot filled.

The rest of these contracts are pretty bad, albeit cheap. They are old guys with low ratings. I'm sure Rick can't wait to have their contracts run out. This is a case of being stuck with contracts that made sense before Rick left the game, but don't make sense anymore. The 520k contracts are barely ever seen anymore, but they were very popular back then. (For those who don't know, we often offered 520k contracts to expiring 400k players in order to extend them immediately and not risk losing them to free agency.) Some GMs would spend over 10M on an 80+ rated player because they were very rare on the free agent market, so you can see how Riessen might have been a valuable player at 520k. Hell, Brister was a hell of a good contract back then.

Horrible Contracts

Jason Bielat ★	91	27	Stay-At-Home Defenseman	\$10,100,000 (5)
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Bielat is alright for the Studs, but a similar player can be had for 6.75M. S@H dmen are a little hard to find sometimes, but I've always managed it. So can Rick, and so can you. But that's not the worst part. The worst part is the contract length. This is heart breaking and that contract needs to be bought out in the next offseason at the latest. 1 year is the maximum number of years you should spend when overpaying for a player. There are no exceptions to this rule other than player attachment.

Step 3: Team rotation

When good contracts run out, a GM needs to let the players go unless they pay the big price for them. What happens is that the better teams have a ton of really cheap contracts and they eventually have to let a few elite players go because they can't afford them once those contracts start running out. The only way they can stay on top is if they have an equally good contract replacing the previous one. Or as I call it: a good rotation system.

Let's look at The Tequila Stud's current rotation.

Elites with cheap contracts (5M or cheaper), excluding goalies:

Broda – 5M (2)
Groos – 2M (5)
Blosser – 2M (2)

The nice thing about having a weak team is that your elite rotation can't be bad. When you have nothing to lose, you have everything to gain. The Studs find themselves in this spot and knowing Rick's dedication, they will only go up from here. Broda and Blosser will rotate out in 2 seasons. Groos only rotates in 5 seasons and could be replaced by a draft pick. Therefore, we only need to find 2 replacements.

It's very similar to what we saw in last month's analysis, when Moi had few elites leaving.

However, while there are few elites that we need to rotate in, weaker teams find themselves in a very different and unique situation where not only do the elites rotate out of the system, but also the super stars, and in this case, even stars. A top team is looking to get as many elite players as possible on the ice. A bottom team is looking to compete in leagues where the other teams also have few elites. Superstar players play big part for those teams in the not-so-distant future.

Stars with cheap contracts (3M or less for superstars, 2M or less for stars), excluding goalies:

Reichling – 3M (8)
Brister – 2M (2)
Arredondo – 2M (8)
Clemmensen – 900k (4)

It can seem as if only Brister and Clemmensen will need to be replaced, as Reichling and Arredondo's long term contracts will make sure they do not rotate out. That's not true at all, however. Reichling and Clemmensen do rotate out when they become elite. Since they will step in to replace an elite player (Broder and Blosser are rotating out), they are in fact rotating

out of the superstar system.

Therefore, Reichling, Brister and Arredondo are all rotating out in about 2-3 seasons, while Clemmensen rotates out in 4 seasons. We hope to have a competitive team in 4 seasons, so the loss of Clemmensen is hardly a loss. The reason is quite simple: stars are not only very easily replaced by draft picks, they are also very **quickly** replaced, and hence why little attention needs to be given to Clemmensen.

But the same could be said of Reichling, Brister and Arredondo. They'll be ready to step in as elites in about 2-3 seasons, and that's enough time to drill a draft pick to an 80+ rating.

Nevertheless, it's a loss of 4 star players that needs to be replaced, and they need to be considered when looking at who's stepping in.

Who's stepping in?

Reichling (84) – 18yo 3M (8). He'll be an elite in 2 or 3 season (unless odds are for or against Rick), so he'll be replacing one of the two elites we're losing in 2 seasons.

Arredondo (83) – 21yo 2M (8). Same as Reichling, replacing the other of the 2 elites we're losing in 2 seasons. They both might be a season late, but it's not a big deal. There's something to be said about Arredondo, however. Because he's older, he will have fewer natural increases. There are a lot of 21yo players that I am less likely to drill because they're getting old. Since the change to the rating decrease threshold (going from 28 to 32 years of age) age matters a lot less than it used to. The most important part is the contract. And a 2M salary for the next 8 years is a good reason to drill that player daily.

Etienne (88) – 23yo 5M (8). If Arredondo and Reichling reach their potential in time, Etienne will be an extra elite player on the squad. Since he has a true-value salary, he doesn't rotate out as a superstar, because superstars can be signed for 4.5M in the free agent market.

Cugini (88) 22yo 5M (3). Just like Etienne, he doesn't rotate out as a superstar. However, he is not really stepping in either. Well, not for more than 1 season anyway. He will help make the transition better in case Arredondo and Reichling take longer than expected to become elites, but he can't really be added to the count since he'll rotate out nearly as soon as he rotates in.

Liss (72) – 19yo – Unsigned prospect. He's going to replace one of the 4 stars we're losing. He'll likely become a superstar, too, but it's still unsure if he will become an elite. This is a reason why I like to wait before signing draft picks. By waiting until they reach 74 or 79 in rating (or even 84), you can give your player a much better chance at becoming a cheap elite player. Also, when unsigned prospects are not top prospects, you can sign them to 9 year contracts. If Rick is patient with Liss, he can sign him in 2 off-seasons from now for 1 year and extend him immediately to an 8 year contract.

Soros (68) – 18yo – Unsigned prospect. He's almost identical to Liss.

Immediate Draft Picks (1st, 2nd, 3rd). Rick has all his picks, and they are likely to be great picks. He'll most likely have 1st overall this season. He should be getting a high 70 17year old player at worst. He'll turn into a star in no time. His 2nd pick will probably be mid to low 70, unless lucky or unlucky. He will also be a star in no time. 3rd round picks are pretty much based on luck, so we never know. One thing is sure, however, is that they can always turn out into stars.

Next season's picks. He'll get 3 more picks, and this is where the rotation system gives out positives. They're all extra players replacing no one.

Tons of bad prospects (20-22yo) on cheap contracts. They can all turn into stars. They will be drilled until better prospects come along. The problem with them is they will only be that: stars. This will make the Studs a better team, but we're a long way from an elite team.

So, what does it look like?

We got pretty much all the players rotating out replaced, from elites to stars. And I believe there will be a lot of extra in the next 3 or 4 season, due to draft picks. This is a great time to sell players for more draft picks to accelerate the process. The bad news is there are not many players to sell.

There are also a ton of players who could become stars and help The Studs in the immediate future. However, those are wasted drills in the long run.

Step 4: Suggestions

I think this is a perfect time for the Studs to acquire draft picks, by any means necessary. There are no upcoming UFAs to sell, but he does have valuable elite players he could get rid of in return for top prospects and draft picks. He will not win this season, and next season will be just as tough. I would strongly consider selling Broda and Blosser. They will not help him this season, since he'll finish last anyway. So why keep them for next season when the return will be a lot less?

Cheap elites, especially on multiple year contracts, are very valuable to other teams, but not very valuable for Rick before another couple of seasons. Getting back top picks or a top prospect for either of them (like another Reichling) would be extremely profitable for seasons to come. It's basically risk-free investment. The drawback is suffering now while you are already suffering, and harvest the fruits of your labor when it matters most and the team is back on track.

So what happened?

I wrote a special section for this month's article. Since I have gathered the information on the Studs early this month, I was fortunate enough to see that Rick had plans of his own. This gives me the opportunity to analyze his changes.

Trade #1:

Studs give: Weichman, Vinogradov, Fulkerson, 3rd round pick.

For: Shiflett, Overmyer.

Analysis: Don't bother looking up the players. What Rick did here is send away three bad contracts. The cost was a 3rd round pick. The idea here is he gave a 3rd round pick to buy out 3 contracts. The 2 players he got back have expiring contracts. At the time he had only 3 picks. As seen in his team analysis, he needs these picks in order to rebuild his team. Some might consider this an expensive buy out. But it was quite the crafty move when considering the move that followed.

Trade #2:

Studs give:

- Broda – R96 – 25yo – 5M (2)
- Blosser – R92 – 25yo – 2M (2)

For:

- Gilmour – R 91 – 31yo – 8M (1)
- Hartnett – R76->77 – 20yo – 800k (2)
- Yarber – R82->83 – 23yo – 400k (3)
- 1st, 2nd, 3rd round picks.

Analysis:

I love this trade. As suggested, he got rid of Broda and Blosser for an excellent return.

Gilmour is basically a 2nd or 3rd round pick. He can play most of the season for Rick's team and be traded as a salary consumed player just before the playoffs for a prospect of low pick. Some might even give a high pick for him. However, as we speak, it's day 25 and he still has Gilmour on his team. I think this was a mistake, unless nobody wanted him for a 3rd round pick.

Hartnett is a good prospect. He can be extended next season for 8 years @ 1.5M.

Yarber is a decent prospect. He's a roster player right now and can be traded at the end of his contract as a RFA.

Three picks is excellent. After losing his 3rd round pick to buy out bad contracts, Rick comes back with 3 more to get a total of 5 picks this season. 5 players that will help his prospect pool immensely.

I hope you have enjoyed this segment of the newsletter. If you have any comments or suggestions, please post them in the forums under the appropriate thread. You can also always PM me. See you next month!

February Wrap Up



The Denslow Cup

By: Trogdor1009



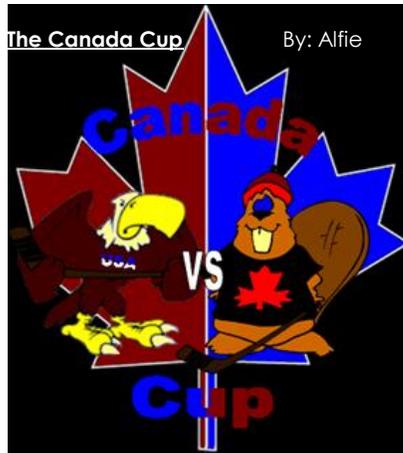
The February 2010 Denslow Cup was the 19th in the monthly series and was very interesting for the newer teams. Pool Play was competitive and didn't have any of the dominant point totals of January. Big surprises were top pool seeds The Longerwood Enzytes, The Tirelrons, and the Evans City Zombies missing out on qualifying for the next round. Another top seed, The Kentucky Squirrels, just barely made it with the lowest qualifying score of 18 points.

The knockout rounds were filled with upsets. An awesome qualifying round match was the #1 overall seed Yabba Dabbas squaring off with the #1 point total in Pool Play, The Ice Pirates. Ice Pirates took them out by a score of 8 to 4 over the 4 game series. The next 2 highest overall seeds also lost, leaving us with NONE of the top seeds from any of the 6 pools. That's something that hasn't happened since September. Remember last month, 5 of the 6 top seeds advanced to the quarterfinals.

In quarterfinal play, The Ice Pirates were at it again knocking out the highest remaining seed, The New Bedford Hax. Both teams had 9 points over the 6 game series, but The Ice Pirates advanced on goals 10 to 8. The Hax were eliminated in the quarters for the 5th time, tying the all time record held by The Houston Hitmen. The Richmond Hill were the only higher seeded team to not get upset, and they had to work hard for it. Tied in points at 9, and tied in goals at 6, they had to play in a Game 7 and won 3 to 2.

Semifinal play saw 2 more upsets with the #36 seed Random Name beating The Shadows, and the #38 seed Ice

Pirates beating The Richmond Hill. The Ice Pirates advanced to The Denslow Cup Finals and won by a score of 13-5 in just 6 games out of a possible 8. They claim their first Denslow Cup Trophy in their very first try, and add it to an already extremely impressive Metroho profile.



The First Canada Cup to open its borders to world has had a total of 42 teams register; 19 that are American and 23 that are Canadian. The tournament, engineered by DB13, which is a round robin/playoff format, is still going on after a month of play! The tourney is currently in Round 2 of the playoffs. The Canines are playing against The Yabba Dabbas, while The Badonkadonks are facing off against The Random Name #42 in the Canadian Conference. South of the border, The Longerwood Enzytes are matched up against The Road Warriors while The Ice Pirates are competing against The Charlestown Chiefs. Nearing the end of this marathon tournament, who will be the last team

standing? A Canadian or an American? A complete run-through of the tournament will be presented in next month's newsletter.

The Medallion



By: Alfie

The February Medallion included 2 tiers of 128 teams.

Tier 2 was won by The Inquisitors who beat The Masters 4-3. The Inquisitors were down by a goal entering the third, but they managed to score in the 9th and 19th round to secure the gold. The EvilRunts finished third.

The Lemieux went 7-0 to win gold in a very competitive tier 1. They had to beat top teams such as The Cementheads, The New Bedford Hax, The Moncton Wildcats Suck, The Ice Pirates and lastly The Puck Ewes, silver medal winners, on the road. The Ice Pirates won 3-1 in the bronze medal game against The Rock N' Roll Express and secured their 6th medallion medal. R. Wirtz, The Ice Pirates' GM, elaborated: "It was my 6th medal in 18 tries, so I feel like I have been able to ice a very competitive team for a very long time. And of course, have had a bit of good luck on my side."

Changes to the Game

There were only 2 changes made in February. Gamewide trade and FA signing logs were made available. There was also a visual modification in the game. The gold icons are now for the players in the 95+ rating range, also known as elite players. The 90-94 rated players are considered superstars and are represented by a red icon. The players that are in the 85-89 rating range are dubbed stars with a blue icon. Lastly, the 80-84 rated players are known as pros with a purple icon.

GM OF THE MONTH

The Ice Pirates

Honorable mentions

The Lemieux

The Bayside Brawlers

The Longerwood
Enzytes

The Wall of Shame

February
banned teams

The Huszars

The Time Bomb
Eaters

Hockey Trivia

By IronDogg

1. Who was the former Toronto Maple Leaf nicknamed "The Big M"?
2. This player achieved his first NHL 5-point game with 3 goals and 2 assists on December 14, 1984. It was just ducky.
3. This player holds The Blues record for "Fastest 2 goals, 1 player" scoring 8 seconds apart on January 5th, 1982.
4. Selected as Colorado College's MVP in 1982-83, this player received the Premier's Trophy as Canucks' best defenseman of the 1984-85 season.
5. What is the minimum number of games a MetroHO player must play so that they will have their stats preserved when they retire and further can be hired as staff?
6. What is the maximum number of drills a MetroHO team can have and utilize per day (not counting drills won through betting)?

-Send your responses to IronDogg via private message on MetroHO.com before the end of March 17, 2010.

-Only one (1) submission per user, if multiple the first one will be the ONLY one used.

-One (1) point per correct answer.

-If there are multiple winning submissions, then a random winner will be selected from the winning submissions as the month's winner.

-Winner's prize is one (1) month's worth of "Bragging Rights" and **VIP**.

-Newsletter Crew members are not eligible to win but can still submit answers.

More rules pending.

Last Months Answers:

1. Steve Yzerman
2. Gino Odjick
3. James Patrick
4. John LeClair
5. Neal Broten
- 6.

-Have 12 forwards.

-Have 6 defensemen.

-Have 2 goalies.

-Players must have at least 8 days left on their contract.

The winner is MHO (2312) who got all 6 questions perfectly correct. Stay tuned for your **VIP** reward!

Kehm's Comic!



Kehm

Editor's Notebook

I hope you enjoyed our second edition of MetrohoMonthly! There are several spots in the newsletter that are open for advertisement. Since many users read this, it is a great place to get your player run tournaments, or any other worthy announcement out there. Please give us your thoughts, critique. Yes, I am aware of the fact there are spelling and grammar mistakes. I tried my best removing them, but I am only a high school student, not an English major.

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