FÜTTI LEAGUE MANAGEMENT TOOLKIT

A GUIDE TO RUNNING A FÜTTI LEAGUE OVER MULTIPLE SEASONS

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LET'S GET STARTED – CREATING YOUR FIRST LEAGUE

So, you want to create your own fütti league? You've played the base game and you want to create a lasting league history on your tabletop? This is the guide for you to do just that. You will be able to create your own fictional fütti league and manage it from year to year.

You will need to figure out a few things first before you start. You will need to figure out how big the league is going to be. How many games will there be in the regular season? Will there be playoffs at the end of the season? Maybe the top teams go on to play in a championship league against winners in other leagues? Let's get some of the basics out of the way before we get to the random charts where we flesh out the league.

For nearly all dice rolls in this guide two six-sided dice will be used, one black die and one white die. These will be referred to as black and white dice rolls, or shorthanded as B&W. The black die will be the ten's digit and the white die will be the one's digit, so, for example, if a black 3 is rolled and a white 2 is rolled, that would be read as a 32. The only other type of die roll is a single die roll of a six-sided die. This will be shorthanded to a d6 roll.

LEAGUE SIZE

For your first league you might want to start small, possibly as small as eight teams. This will give you a chance to play out a full season and get through the off-season procedure in a reasonable amount of time. This can then become your permanent league, or, once you are comfortable with how everything works, you can scale up to a larger league or expand your existing one.

I like to make the places my league plays in just as fictional as the players we are about to create. For example, seeing fütti is loosely based on the real-world sport of futsal, mostly played in Spanish speaking parts of the world, I decided to create some fictional Spanish cities in a fictional country called Española. Here are the eight teams I created:

- Real Fortuna
- La Pinosa
- Athletico Bravos
- Real Cardeña
- Los Cerricos
- Rosalejo
- Escanola
- San Mateo

SCHEDULING

The next thing you will need to figure out for your new league is how many games are going to be played. Once that is figured out you will have to come up with a schedule. The good thing about most football (soccer) schedules is that they are usually simple schedules to create.

Most leagues use a double round-robin schedule where each team plays each team in the league twice, once at home and once on the road. For an eight-team league that means a fourteen-game schedule for each team, or 56 total games to play out for a full season. There is a sample eight-team, fourteen-game schedule included in Appendix D at the end of this guide. You can also check out https://www.printyourbrackets.com/roundrobin.html to create your own schedule. Just grab a round robin schedule. That becomes the first half of your schedule. Reverse home and away when repeating the schedule a second time. You can also go the extra mile and spread out the home and away appearances in your schedule to ensure that no team has too lengthy of a home stand or road trip throughout the schedule.

INITIAL PLAYERS

Before we get to all the random charts with dice and all the fun, you need to determine how your teams are going to be created. There are three ways you can populate your teams with their initial players. Choose the best one and then generate your initial players. Note: when the instructions refer to regular players, that means any player that is not a goaltender.

1) Create enough players in one giant pool of players so there are enough regular players to populate six of these players on each team. Additionally, generate enough players for two goaltenders per team. Then hold a draft. You can determine who picks first and the draft order after that. You can hold a traditional draft or a snake draft. This method, is, however, not the recommended method for reasons that will be clear after looking at the next two options.
2) Create enough players in one giant pool of players so there are enough regular players to populate six of these players on each team. Additionally, generate enough players for two goaltenders per team. Create temporary cards for all these players. Shuffle the regular players in one stack and the goaltenders in another stack. Then randomly assign six regular players for each team and two goaltenders for each team.
3) Create six regular players for each team and two goaltenders for each team. The players are assigned to the team as they are created.

At the end of any of these three options, if a team has no control stars, give a control star to the best player on the team based on adding offence and defence. If there is a tie, choose which player gets the star.

At the end of any of these three options, if a team has more than five control stars, remove control stars from the worst players based on adding offence and defence. Again, in case of a tie, just choose which player loses a star. Keep removing stars from players until the team has five control stars.

The reason the second two options are more preferable is because of the chaos theory the game thrives on. In a draft situation teams will be optimized to have coverage on both offence and defence. There will be few teams that will be struggling in one area or the other. With the second two options more interesting coaching choices will need to be made to account for possible deficiencies in offence or defence or because of players that may have control stars but may not be worthy of starting because of their offence and defence scores.

INITIAL PLAYER GENERATION

The following values must be generated for each regular player:

- Name
- Player Age
- Offence Value
- Defence Value
- Control Star(s)
- Sportsmanship Value

The following values must be generated for each goaltender:

- Name
- Player Age
- Goaltending Value
- Sportsmanship Value

All of the charts for generating the initial players for your league are in Appendix A (Initial Player Generation Tables). The side bar on that page goes through all of the steps for creating regular players and goaltenders outside of picking a player name.

PLAYER NAME

For the player's name you can use whatever method you want to generate a name. In the spirit of the starter cards for the game you may want to choose to just do last names for the players. There are several appendixes at the end of this guide with surnames for several different European ethnic groups. For the English, French and German there are only a hundred names as these are fairly common name groups for the typical audience of this game and thus, they can easily be researched for more names. Spanish, Scandinavian, and Slavic names have double the names and will last the typical eight team league through over twenty-years of seasons without repeating any names.

PLAYER AGE

This pertains to both regular players and goaltenders. Make a black and white dice roll and refer to the Initial Player Starting Age Chart in Appendix A (Initial Player Generation Tables)

PLAYER VALUE

This is the overall value of a regular player, summing the offence and defence ratings for the player. For each regular player the player's value is determined first, and then, based on that player value, the offence and defence rating are determined, along with the player's control stars, if any. Make a black and white dice roll and refer to the Initial Player Value Chart in Appendix A (Initial Player Generation Tables). The concept of player value will come up in the off-season, so remember that player value always refers to the sum of a player's offence and defence values.

PLAYER STATS

Based on the player value, roll on the Player Stats Chart in Appendix A (Initial Player Generation Tables). Find the player's value and cross-reference the black and white dice roll made to find the player's offence and defence values. Note that a player's offence and defence can never be below a one and never higher than a five.

PLAYER CONTROL STARS

Based on the player value, roll on the Player Control Stars Chart in Appendix A (Initial Player Generation Tables). Find the player's value and you will see the black and white dice roll range for a player receiving one control star and for two control stars. If the roll is not in either of these ranges, the player gets no control stars.

GOALTENDER SAVE RATING

The goaltender save rating is unique to goaltenders only and is the only value, outside of age and sportsmanship, that needs to be rolled. Roll on the Initial Goaltender Rating chart in Appendix A (Initial Player Generation Tables).

PLAYER SPORTSMANSHIP RATING

The player sportsmanship rating is for both regular players and also for goaltenders. The rating ranges from one to five. The sportsmanship rating for each player is determined by rolling on the Sportsmanship Rating chart in Appendix A (Initial Player Generation Tables). A player's sportsmanship is permanent once the player joins the league and never changes throughout their career.

THE OFFSEASON

You've made it through an entire season! Congratulations! Now it is time to prepare for the next season. There are several steps to make it through the off-season and each step must be done in order to ensure everything works out for your next season. Here are the steps:

1) Age all of the players in the league.
2) Determine if the regular player stats and goaltender ratings increase or decrease for the next season.
3) Retire one player from each team.
4) Each team selects one player to protect from free agency for the next season.
5) One player is randomly selected from each team to join the free agent pool.
6) Each team selects one player from the free agent pool in order that the teams finished the previous season.
7) The draft pool is created.
8) Each team selects one player from the draft pool in reverse order of finish from the previous season.
9) Each team makes adjustments to control stars, if necessary.
10) The next season begins!

AGE ALL PLAYERS

This step is the simplest step. Make new team rosters for the off-season and age every single player in the league by one year.

ADJUST PLAYER STATS FOR EACH PLAYER

For this step it is different for regular players and goaltenders. Note that regular players and goaltenders will never adjust their sportsmanship rating. The sportsmanship rating that is determined when that player first enters the league is permanent and never changes throughout the player's career in the league.

REGULAR PLAYER ADJUSTMENTS

For each regular player, roll the black and white dice on the Off-Season Regular Player Value Change chart in Appendix C (Off-Season Player Change). The chart is based on the player's new age. The -1 and +1 columns refer to a change in player value, which means, the sum of the player's offence and defence stats. So, for example, if a player had a 3 offence and a 2 defence, that player would have a player value of 5. If that player rolled a +1 VAL result on the chart, that player would become a value 6 player.

If the player value would become a nine as a result of a roll on that chart ignore the result. Treat it as if the player had no change this season. If the player value would become a one, also ignore the result and treat it as if the player had no change this season. In this case, however, the player would also be marked for early retirement from the league (for being that bad of a player and not being able to make it).

If the player's value changed, the player stats and player control stars will have to be recalculated. First, roll on the Player Stats Chart in Appendix C (Off-Season Player Change) and cross-reference the roll with the new player value to determine the new player offence and defence.

This next part is tricky. If the player originally had a better offence stat than a defence stat, for example, our 3 offence and 2 defence player from above, and the new stats assigned have a higher defence stat than offence, for example, a 2 offence and a 4 defence, an

additional roll is made. It often wouldn't make sense for a player that is strong on offence to suddenly become better on defence, but it can happen. Roll a d6. On a 1 or 2 the player will get the stats as rolled, so, for example, with our player example, that player would indeed become a 2 offence and a 4 defence. It is our chaos theory at work! Otherwise, the stats rolled would be reversed, so, our 3-2 player would now have a 4 offence and a 2 defence. All of this is the same for strong defence players that roll stats with higher offence.

After this, for players whose value changed, a roll must be made to determine if the player has any control stars. The roll is exactly the same chart used for initial player creation but has been duplicated as Player Control Stars Chart in Appendix C (Off-Season Player Change). Note that it is possible for a player that had stars and improved in player value to suddenly have no player stars. It is also possible that a player that had no stars suddenly has a control star despite going down in player value.

GOALTENDER ADJUSTMENTS

Goaltenders only have one possible adjustment and that is to their goaltending rating. Roll on the Off-Season Goaltender Rating Change table in Appendix C (Off-Season Player Change). Like regular players, the chart is based on the player's current age in the off-season after it has been adjusted.

A goaltending rating cannot go higher than a 46 or lower than a 33. If the adjustment would cause the rating to go above or below those thresholds, the player then has no change for this off-season. If the roll would have caused the goaltending rating to go to 32, flag that player for possible early retirement from the league.

RETIRE ONE PLAYER FROM EACH TEAM

After all players have been aged and adjusted it is time to remove one player from each team from the league permanently.

For each team, determine if there are any players that were flagged for early retirement during the previous step of adjusting the player stats. If there were, retire that player. If more than one player was flagged, retire the oldest. If there is still a tie there, retire a choice player.

If no players were retired because of early retirement, then retire the oldest player on the team. If there is a tie, retire the worse player (some commissioner guidance may be needed here as one may be a goaltender and the other a regular player). Once each team has lost one player, move on to the next step.

FLAG ONE PLAYER FOR RETENTION ON EACH TEAM

Each team will now flag one player that will be retained on the team no matter what through free agency. Think of it to something similar to a franchise tag. It also encourages star players that stick with their team throughout the years and get a following. They are that one player that they are willing to dig deep into their pocketbooks and sign at all costs to long-term deals.

SEND ONE PLAYER FROM EACH TEAM TO THE FREE AGENCY POOL

There should now be six players on each team that are eligible to be sent to free agency. Simply roll a d6 for each team and count that many players down the team roster. That player goes into the free agent pool.

EACH TEAM SIGNS ONE PLAYER FROM THE FREE AGENT POOL

Each team signs a player from the free-agent pool starting with the team that finished with the best record in the league the previous season. The order of picking after that is order of finish in the league, so the team that finished dead last will pick last. This is to encourage some dynasty building of teams that did well the previous season. The only restrictions on picking are that the player has an opening in that slot, so, if they did not need a goaltender and they pick a goaltender, that would not be allowed, and that the player picked is not the player they just lost to free agency. The only exception on the second rule is if it is the only possible pick for that team, then they must sign the player that just left their team.

There is one thing to be very careful of, and that has to do with goaltenders. It is possible that there might be teams that lost both of their goaltenders, one to retirement and the other to free agency. If there is a limit to the goaltenders and the pool and some other team picks the last goaltender ahead of them, that could cause an issue. On drafts where there is a team that needs two goaltenders, no one can pick a goaltender if there is only one remaining in the free agent pool.

CREATE THE DRAFT POOL

The first step to creating a draft pool is to determine what each team needs. The draft pool will consist of the number of regular players and number of goaltenders needed throughout the league. Each team at this point should only need one player and thus the actual draft is only one round.

Creating the draft pool is pretty similar to how the initial league players were created except some of the charts are a bit different.

The following values must be generated for each regular player:

- Name
- Player Age
- Offence Value
- Defence Value
- Control Star(s)
- Sportsmanship Value

The following values must be generated for each goaltender:

- Name
- Player Age
- Goaltending Value
- Sportsmanship Value

All of the charts for generating the players for the draft are in Appendix B (Draft Player Generation Tables). The side bar on that page goes through all of the steps for creating regular players and goaltenders outside of picking a player name.

PLAYER NAME

Whatever you were doing in the initial league creation should work here!

PLAYER AGE

This pertains to both regular players and goaltenders. Make a black and white dice roll and refer to the Draft Player Starting Age Chart in Appendix B (Draft Player Generation Tables)

PLAYER VALUE

This is the overall value of a regular player, summing the offence and defence ratings for the player. For each regular player the player's value is determined first, and then, based on that player value, the offence and defence rating are determined, along with the player's control stars, if any. Make a black and white dice roll and refer to the Draft Player Value Chart in Appendix B (Draft Player Generation Tables).

PLAYER STATS

Based on the player value, roll on the Player Stats Chart in Appendix B (Draft Player Generation Tables). Find the player's value and cross-reference the black and white dice roll made to find the player's offence and defence values. Note that a player's offence and

defence can never be below a one and never higher than a five. This is the same chart used in both initial player creation and player adjustments.

PLAYER CONTROL STARS

Based on the player value, roll on the Player Control Stars Chart in Appendix B (Draft Player Generation Tables). Find the player's value and you will see the black and white dice roll range for a player receiving one control star and for two control stars. If the roll is not in either of these ranges, the player gets no control stars. This is the same chart used in both initial player creation and player adjustments.

GOALTENDER SAVE RATING

The goaltender save rating is unique to goaltenders only and is the only value, outside of age and sportsmanship, that needs to be rolled. Roll on the Draft Goaltender Rating chart in Appendix B (Draft Player Generation Tables).

PLAYER SPORTSMANSHIP RATING

The player sportsmanship rating is for both regular players and also for goaltenders. The rating ranges from one to five. The sportsmanship rating for each player is determined by rolling on the Sportsmanship Rating chart in Appendix B (Draft Player Generation Tables). A player's sportsmanship is permanent once the player joins the league and never changes throughout their career.

EACH TEAM DRAFTS ONE PLAYER

Starting with the team that finished worst in the previous season, each team makes a draft pick from the draft pool based on their need, whether they need a goaltender or regular player. Draft order after that is worst to first. Each team gets one player and that should complete their roster for the next season.

FINAL ROSTER ADUSTMENT

At the end of the off-season, if a team has no control stars, give a control star to the best player on the team based on adding offence and defence. If there is a tie, choose which player gets the star.

At the end the off-season, if a team has more than five control stars, remove control stars from the worst players based on adding offence and defence. Again, in case of a tie, just choose which player loses a star. Keep removing stars from players until the team has five control stars.

DESIGN NOTES

TBD

INITIAL PLAYER PROCEDURE:

1) Roll initial player starting age.

2) Roll intial player value and notate.

3) Using player value, roll for player stats (offence/defence).

4) Using player value, roll for number of player control stars.

5) Roll for player sportsmanship rating.

INITIAL GOALTENDER PROCEDURE:

1) Roll initial player starting age.

2) Roll initial goaltender rating.

3) Roll for player sportsmanship rating.

INITIAL PLAYER STARTING AGE

ROLL	AGE
11-12	18
13-14	19
15-16	20
21-22	21
23-25	22
26-32	23
33-35	24
36-42	25
43-45	26
46-51	27
52-53	28
54-55	29
56	30
61	31
62	32
63	33
64	34
65	35
66	36

INITIAL PLAYER VALUE

ROLL	VALUE
11-16	2-value
21-26	3-value
31-36	4-value
41-46	5-value
51-55	6-value
56-63	7-value
64-66	8-value

PLAYER STATS CHART

ROLL	OFF	DEF
2-VALUE PLAYERS		
11-66	1	1
3-VALUE PLAYERS		
11-36	2	1
41-66	1	2
4-VALUE PLAYERS		
11-26	2	2
31-46	3	1
51-66	1	3
5-VALUE PLAYERS		
11-23	4	1
24-36	1	4
41-53	3	2
54-66	2	3
6-VALUE PLAYERS		
11-23	4	2
24-36	2	4
41-56	3	3
61-63	5	1
64-66	1	5
7-VALUE PLAYERS		
11-16	5	2
21-26	2	5
31-43	4	3
44-66	3	4
8-VALUE PLAYERS		
11-36	4	4
41-53	5	3
54-66	3	5

PLAYER CONTROL STARS CHART

PLAYER VALUE	1 STAR	2 STARS
2-value	11-13	
3-value	11-16	
4-value	11-23	
5-value	11-26	
6-value	11-33	34-36
7-value	11-36	41-46
8-value	11-43	44-56

INITIAL GOALTENDER RATING

ROLL	AGE
11-12	33
13-15	34
16-23	35
24-31	36
32-36	41
41-45	42
46-53	43
54-61	44
62-64	45
65-66	46

SPORTSMANSHIP RATING

ROLL	AGE
11-14	1
15-26	2
31-46	3
51-62	4
63-66	5

DRAFT PLAYER PROCEDURE:

1) Roll draft player starting age.

2) Roll draft player value and notate.

3) Using player value, roll for player stats (offence/defence).

4) Using player value, roll for number of player control stars.

5) Roll for player sportsmanship rating.

DRAFT GOALTENDER PROCEDURE:

1) Roll draft player starting age.

2) Roll draft goaltender rating.

3) Roll for player sportsmanship rating.

DRAFT PLAYER STARTING AGE

ROLL	AGE
11-13	18
14-21	19
22-26	20
31-36	21
41-46	22
51-55	23
56-63	24
64-66	25

DRAFT PLAYER VALUE

ROLL	VALUE
11-24	2-value
25-36	3-value
41-46	4-value
51-55	5-value
56-63	6-value
64-65	7-value
66	8-value

PLAYER STATS CHART

ROLL	OFF	DEF
2-VALUE PLAYERS		
11-66	1	1
3-VALUE PLAYERS		
11-36	2	1
41-66	1	2
4-VALUE PLAYERS		
11-26	2	2
31-46	3	1
51-66	1	3
5-VALUE PLAYERS		
11-23	4	1
24-36	1	4
41-53	3	2
54-66	2	3
6-VALUE PLAYERS		
11-23	4	2
24-36	2	4
41-56	3	3
61-63	5	1
64-66	1	5
7-VALUE PLAYERS		
11-16	5	2
21-26	2	5
31-43	4	3
44-66	3	4
8-VALUE PLAYERS		
11-36	4	4
41-53	5	3
54-66	3	5

PLAYER CONTROL STARS CHART

PLAYER VALUE	1 STAR	2 STARS
2-value	11-13	
3-value	11-16	
4-value	11-23	
5-value	11-26	
6-value	11-33	34-36
7-value	11-36	41-46
8-value	11-43	44-56

DRAFT GOALTENDER RATING

ROLL	AGE
11-16	33
21-26	34
31-35	35
36-43	36
44-51	41
52-54	42
55-61	43
62-63	44
64-65	45
66	46

SPORTSMANSHIP RATING

ROLL	AGE
11-14	1
15-26	2
31-46	3
51-62	4
63-66	5

STANDARD PLAYER OFF-SEASON PROCEDURE:

1) Roll on the off-season regular player value change chart. If no change, the player is done for the off-season. If the player value is over eight, then the player has no change. If the player value goes to a one, then the player has no change, but is also flagged for early-retirement.

2) If the player value changed, roll on the player stats chart to determine new player stats. If the player was an offensive player and received defensive stats, or if the player was a defensive player and received offensive stats, roll another die. On a 1 or a 2 the player receives the indicated stats that are rolled. Otherwise reverse the stats rolled to keep that player an offensive player or defensive player.

3) If the player value changed, roll on the player control stars chart to see if the player has control stars.

GOALTENDER OFF-SEASON PROCEDURE:

1) Roll on the off-season goaltender rating change chart. If the goaltender rating goes below a 33, there is no change and the goaltender is flagged for early retirement. If the rating goes above a 46 the rating remains at 46 as that is the highest possible rating.

OFF-SEASON REGULAR PLAYER VALUE CHANGE

AGE	-1 VAL	NO CHG	+1 VAL
18-21	11-13	14-43	44-66
22-25	11-16	21-46	51-66
26-30	11-23	24-53	54-66
31-35	11-26	31-56	61-66
36+	11-33	34-63	64-66

OFF-SEASON GOALTENDER RATING CHANGE

AGE	-1 GT	NO CHG	+1 GT
18-21	11-14	15-34	35-66
22-25	11-22	23-42	43-66
26-30	11-26	31-46	51-66
31-35	11-34	35-54	55-66
36+	11-42	43-62	63-66

PLAYER CONTROL STARS CHART

PLAYER VALUE	1 STAR	2 STARS
2-value	11-13	
3-value	11-16	
4-value	11-23	
5-value	11-26	
6-value	11-33	34-36
7-value	11-36	41-46
8-value	11-43	44-56

PLAYER STATS CHART

ROLL	OFF	DEF
2-VALUE PLAYERS		
11-66	1	1
3-VALUE PLAYERS		
11-36	2	1
41-66	1	2
4-VALUE PLAYERS		
11-26	2	2
31-46	3	1
51-66	1	3
5-VALUE PLAYERS		
11-23	4	1
24-36	1	4
41-53	3	2
54-66	2	3
6-VALUE PLAYERS		
11-23	4	2
24-36	2	4
41-56	3	3
61-63	5	1
64-66	1	5
7-VALUE PLAYERS		
11-16	5	2
21-26	2	5
31-43	4	3
44-66	3	4
8-VALUE PLAYERS		
11-36	4	4
41-53	5	3
54-66	3	5

WEEK 1

1 vs 5
2 vs 6
3 vs 7
4 vs 8

WEEK 2

1 vs 2
3 vs 4
5 vs 6
7 vs 8

WEEK 3

6 vs 1
7 vs 2
8 vs 3
5 vs 4

WEEK 4

3 vs 1
4 vs 2
7 vs 5
8 vs 6

WEEK 5

1 vs 7
2 vs 8
3 vs 5
4 vs 6

WEEK 6

1 vs 4
2 vs 3
5 vs 8
6 vs 7

WEEK 7

8 vs 1
5 vs 2
6 vs 3
7 vs 4

WEEK 8

5 vs 1
6 vs 2
7 vs 3
8 vs 4

WEEK 9

2 vs 1
4 vs 3
6 vs 5
8 vs 7

WEEK 10

1 vs 6
2 vs 7
3 vs 8
4 vs 5

WEEK 11

1 vs 3
2 vs 4
5 vs 7
6 vs 8

WEEK 12

7 vs 1
8 vs 2
5 vs 3
6 vs 4

WEEK 13

4 vs 1
3 vs 2
8 vs 5
7 vs 6

WEEK 14

1 vs 8
2 vs 5
3 vs 6
4 vs 7

ADAMS	AINSWORTH	ALLEN	ARMSTRONG	ATKINSON
BAILEY	BAKER	BALL	BELL	BERRY
BURTON	CAMDEN	CAMPBELL	CARTER	CLARKE
COLE	COLLINS	CORBYN	DAVIDSON	DAVIES
DAWSON	DIXON	ELLIOT	EVANS	EVERLY
FERNSBY	FISHER	FLETCHER	FORD	FOX
FOSTER	GARFIELD	GIBSON	GRAHAM	GRANT
GRAY	GRIFFITH	HALL	HAMILTON	HARRISON
HILL	HUGHES	JACKSON	JAMES	JENKINS
JOHNSON	JONES	KELLY	KENNEDY	KING
KNIGHT	LAWRENCE	LEE	LEWIS	LLOYD
MARSHALL	MARTIN	MASON	MCDONALD	MORGAN
MORRIS	MURPHY	NELSON	NIXON	O'DELL
OSBORNE	OWEN	OXLEY	PAGE	PALMER
PASTOR	PAYNE	PETERSON	QUILL	QUIMBY
RAMSEY	RATLIFF	RICHARDS	ROBERTS	ROBINSON
RUSSELL	SAUNDERS	SCOTT	SIMPSON	SPENCER
STEWART	TAYLOR	THOMAS	THOMPSON	TURNER
WALKER	WALSH	WARD	WATSON	WEBB
WEST	YARDLEY	YATES	YOUNG	ZACHARY

ARNAUD	AUBERT	BARBIER	BARON	BERGER
BERNARD	BERTIN	BERTRAND	BLANC	BLANCHARD
BONNET	BURGEOIS	BOYER	BRUN	BRUNET
CARON	CARPENTIER	CHARLES	CHEVALIER	CLEMENT
COLIN	DAVID	DENIS	DESCHAMPS	DUBOIS
DUFOUR	DUMONT	DUPONT	DUPUIS	DUPUY
DURAND	DUVAL	FABRE	FAURE	FERREIRA
FONTAINE	FOURNIER	GAILLARD	FARNIER	GAUTHIER
FAUTIER	GIRARD	GIRAUD	GUERIN	GUILLAUME
GUILLOT	HENRY	HUBERT	JAQUET	JEAN
JOLY	LACROIX	LAMBERT	LAURENT	LECLERC
LEFEBVRE	LEFEVRE	LEMAIRE	LEROUX	LEROY
LOUIS	LUCAS	MARCHAND	MARIE	MARTIN
MASSON	MATHIEU	MERCIER	MEUNIER	MEYER
MICHEL	MOREAU	MOREL	MORIN	MOULIN
NICOLAS	OLIVIER	PARIS	PAYET	PERRIN
PETIT	PHILIPPE	PICARD	RENAUD	REY
RICHARD	ROBERT	ROBIN	ROCHE	ROLLAND
ROUSSEAU	ROUSSEL	ROUX	ROY	ROYER
SATRE	SIMON	THOMAS	VIDAL	VINCENT

ALBRECHT	ARNOLD	BAUER	BAUMANN	BECK
BECKER	BERGER	BERGMANN	BEYER	BÖHM
BRANDT	BRAUN	BUSCH	DIETRICH	ENGEL
ERNST	FISCHER	FRANK	FRANKE	FRANZ
FRIEDRICH	FUCHS	GRAF	GROSS	GÜNTER
HAAS	HAHN	HARTMANN	HEINRICH	HERRMANN
HOFMANN	HORN	HUBER	HÜBNER	JÄGER
JUNG	KAISER	KELLER	KLEIN	KOCH
KÖHLER	KÖNIG	KRAMER	KRAUS	KRAUSE
KRÜGER	KUHN	LANG	LANGE	LEHMANN
LINDNER	LORENZ	LUDWIG	MAIER	MEYER
MÖLLER	MÜLLER	NEUMANN	OTTO	PETERS
PFEIFFER	POHL	RICHTER	ROTH	SAUER
SHÄFER	SCHMIDT	SCHMITZ	SCHNEIDER	SCHOLZ
SCHREIBERT	SCHRÖDER	SCHUBERT	SCHULTE	SCHULZ
SCHULZE	SCHUMACHER	SCHUSTER	SCHWARZ	SEIDEL
SEIFERT	SIMON	SOMMER	STEIN	TOMAS
VOGEL	VOGT	VOIGT	WAGNER	WALTER
WEBER	WEISS	WENZEL	WERNER	WINKLER
WINTER	WOLF	WOLFGANG	ZIEGLER	ZIMMERMANN

ACOSTA	AGUILAR	AGUILERA	ALARCON	ALONSO
ALVAREZ	AMADOR	ANDRES	APARICIO	ARENAS
ARIAS	ARROYO	AVILA	BARRERA	BARROSO
BAUTISTA	BELTRAN	BENITEZ	BENITO	BLANCO
BLASCO	BLAZQUEZ	BRAVO	BUENO	CABALLERO
CABELLO	CABRERA	CALDERON	CAMACHO	CAMPOS
CARRASCO	CARRILLO	CASADO	CASAS	CASTAÑO
CASTILLO	CASTRO	COLLADO	CONDE	CONTRERAS
CORDERO	CORRAL	CORTES	COSTA	CRESPO
CRUZ	CUESTA	CUEVAS	DE LA CRUZ	DE LA FUENTE
DE LA TORRE	DEL RIO	DELGADO	DIAZ	DOMINGO
DOMINGUEZ	ESCOBAR	ESCUDERO	ESPINOSA	ESTEBAN
ESTEVEZ	EXPOSITO	FERNANDEZ	FLORES	FRANCO
FUENTES	GALINDO	GALLARDO	GALLEGOS	GALVEZ
GARCIA	GOMEZ	GONZALEZ	GUERRA	GUERRERO
GUILLEN	GUTIERREZ	GUZMAN	HEREDIA	HERNANDEZ
HERRERA	HILDALGO	HURTADO	IBAÑEZ	IGLASIAS
IZQUIERDO	JIMENEZ	JUAN	JURADO	LAZARO
LEON	LOPEZ	LORENTE	LORENZO	LOZANO
LUNA	MACIAS	MALDONADO	MANZANO	MARCOS
MARQUEZ	MARTI	MARTINEZ	MARTOS	MATEO
MATEOS	MEDINA	MENDEZ	MENDOZA	MENENDEZ
MERINO	MESA	MIGUEL	MIRANDA	MOLINA
MONTERO	MONTES	MONTOYA	MORA	MORALES
MORENO	MOYA	MUÑOZ	MURILLO	NAVARRO
NIETO	NUÑEZ	OLIVA	ORDOÑEZ	ORTEGA
ORTIZ	PACHECO	PADILLA	PALACIOS	PARDO
PAREDES	PARRA	PASCUAL	PASTOR	PEÑA
PEREZ	PLAZA	PONCE	PONS	PRIETO
PULIDO	QUESADA	QUINTANA	RAMIREZ	RAMOS
REDONDO	REYES	RICO	RIOS	RIVAS
RIVERA	RIVERO	ROBLES	RODRIGO	RODRIGUEZ
ROJAS	ROJO	ROMERO	RUEDA	RUIZ
SALAS	SALAZAR	SALVADOR	SANCHEZ	SANCHO
SANTANA	SANTIAGO	SANTOS	SEGURA	SERRA
SERRANO	SIERRA	SILVA	SOLER	SORIA
SORIANO	SOTO	SUAREZ	TOMAS	TORREZ
TRUJILLO	VALERO	VALLE	VALVERDE	VARELA
VARGAS	VAZQUEZ	VEGA	VELASCO	VERA
VINCENTE	VIDAL	VILLANUEVA	VILLAR	ZAMORA

AALTO	AALTONEN	AHONEN	AMUNDSEN	ANDERSEN
ANDREASEN	ANTTILA	ARNESEN	ARVIDSSON	AXELSSON
BACH	BAKKE	BAKKEN	BECH	BENGTSSON
BERG	BERGE	BERGLUND	BERGMAN	BERGSTRÖM
BERNSTEN	BERTELSEN	BJÖRK	BRUUN	CARLSEN
CARLSSON	CHRISTENSEN	CHRISTOFFERSEN	CLAUSEN	DAHL
DANIELSEN	DANIELSSON	EKLUND	ELIASSON	ENGSTRÖM
ERIKSSON	EVENSEN	FORSBERG	FRANDSEN	FRANSSON
FREDRIKSSON	FRIIS	GREGERSEN	GUNDERSEN	GUNNARSSON
GUSTAVSSON	HAGEN	HAKALA	HÅKANSSON	HALVORSEN
HANSEN	HANSSON	HARTIKAINEN	HAUG	HAUGE
HAUGEN	HAUGLAND	HEIKKILÅ	HEIKKENEN	HEINONEN
HENRIKSEN	HENRIKSSON	HILTUNEN	HIRVONEN	HOLM
HOLMBERG	ISAKSSON	IVERSEN	JAKOBSEN	JAKOBSSON
JANSSON	JÅRVINEN	JENSEN	JEPPESEN	JEPSEN
JESPERSEN	JESSEN	JOHANNESSEN	JOHANSSON	JOHNSSON
JOKINEN	JONSSON	JÖNSSON	JØRGENSEN	KALLIO
KARJALAINEN	KARLSSON	KINNUNEN	KJAER	KNUDSEN
KNUTSEN	KOIVISTO	KORHONEN	KOSKINEN	KRISTIANSEN
KRISTOFFERSEN	LAAKSO	LAASONEN	LAHTINEN	LAINE
LAITINEN	LAPPALAINEN	LARSEN	LARSSON	LAURIDSEN
LAURSEN	LEHTINEN	LEHTO	LEHTONEN	LEINONEN
LEPPÄNEN	LIE	LIEN	LIND	LINDBERG
LINDGREN	LINDQVIST	LINDSTRÖM	LUND	LUNDBERG
LUNDE	LUNDGREN	LUNDIN	LUNDQVIST	MADSEN
MAGNUSSON	MÄKINEN	MANNINEN	MARTINSEN	MATHISEN
MATTILA	MATTSSON	MIETTINEN	MIKKELSEN	MOE
MOEN	MOGENSEN	MØLLER	MORTENSEN	MUSTONEN
MYHRE	NIELSEN	NIEMI	NIEMINEN	NILSEN
NILSSON	NIKANEN	NISSEN	NØRGAARD	NURMI
NYBERG	NYGÅRD	NYSTRÖM	OJALA	OLESEN
OLOFSSON	OLSEN	OLSSON	PARTANEN	PAULSEN
PEDERSEN	PELTONEN	PERSSON	PETERSEN	PETTERSSON
PITKÄNEN	POUSEN	PULKKINEN	RANTALA	RANTANEN
RÄSÄNEN	RASMUSSEN	SAARINEN	SALMINEN	SALO
SALONEN	SAMUELSSON	SANDBERG	SAVOLAINEN	SCHMIDT
SIMONSEN	SIVERTSEN	SJÖBERG	SKOV	SÖDERBERG
SOLBERG	SOLHEIM	SØRENSEN	SRENSEN	STRAND
SVENDSEN	THOMASSEN	THOMSEN	TOIVONEN	TUOMINEN
TURUNEN	VÄISÄNEN	VESTERGAARD	VIRTANEN	WALLIN

AARONOVICH	ABRAMOWICZ	AGANIN	ARBUTINA	ARONOV
ARONOWICZ	AVERCHENKO	BACHINSKY	BACKOVIC	BAKALOV
BAXA	BELAK	BELKIN	BERNATSKY	BOBEK
BOBKO	BODUL	BOKUN	BOROVSKY	BROVKO
BURJAN	CEPLAK	CERESKO	CERNY	CHERNIK
CHODOROW	CHOMSKY	COVACI	CZIBULKA	DAVIDOVSKY
DAWIDOWSKY	DIDAK	DOROVIC	DMITROVIC	DUDKO
GAVRILOV	GOLUB	GORELIK	HAJDER	HAUGWITZ
HAUSCHKA	HLADKI	HREPKA	HRKAC	HURWICZ
IGNATOWSKI	JANIKOVSZKY	JANOTKA	JASTROW	JURSITZKY
KAGANOVICH	KANEV	KANIEVSKY	KANIUK	KAPLOWITZ
KLASKY	KLIMENTA	KLIMOVETS	KLOCHKOVA	KNAPEK
KOFFKA	KOLEGA	KOLLAR	KOLODKO	KONICOV
KONOPKA	KOPLOWITZ	KOSANOVIC	KOSECKI	KOSTIC
KOSTIUCHENKO	KOVALIK	KOZAK	KRAMARIC	KREITSKY
KRISTOFICS	KUBICZKY	KUCHAR	KUCKA	KUHAR
KUKHARCHUK	KULIK	KULISH	KULKE	KULYK
KUNIN	LASKE	LEOVAC	LEVINSKY	LEVITIN
LEVITZKI	LIEBOWITZ	LISOWSKI	LIVAJA	LOVREN
LUKASHOV	LUTAK	MACEDONSKI	MAGEROVSKI	MALEVICH
MALKOVITZ	MARKOVITS	MAROWITZ	MARTINEK	MARTYNCHIK
MATIC	MEDUNJANIN	MEDVED	MEYROWITZ	MILOJEVIC
MILOVANOV	MINKOWSKI	MOGILNY	MORAVEC	MORAWITZ
MOSHKOVITZ	MOSKOVICS	MOSKOWITZ	MRAZ	MUDROV
NEZVAL	NIEKISCH	NIEMIR	NIKISCH	NOVAK
NOVY	OBRATOV	OGULCHANSKY	OLEKSIAK	PAKULA
PANKOW	PASTERNAK	PETROVSKY	PHILIPPOVICH	PLACHKOV
PLAKALOVIC	PLISKIN	PODHORETZ	POLYARUSH	PULSZKY
RABINOVICH	RABINOWITZ	RAMOVIC	RATAJ	ROMANSKI
RUSIN	RUSOV	RYBACK	RYBALKA	SABSOVICH
SCHWIDROWSKI	SESTANOVICH	SHULGA	SINKOVITZ	SITNIK
SKOLNICK	SLAVKOV	SLAWIK	SLIVKA	SMOLIK
SMOLYANSKY	SMYK	SOBOL	SOJKA	SOKOL
SOKOLOW	SOLOVEITCHIK	SOLOW	STALEV	STEFANKO
STOJASPAL	STUTSCHEWSKY	SVOBODA	SVOJANOVSKY	SWOBODA
TAKACH	TOMAN	TOPOR	VAJDA	VALESKA
VANEK	VENGEROV	VIDIC	VINICHENKO	VISHNEVETSKY
VOLNY	VUKOTIC	WINOGRAD	WISLICENY	WISNIEWSKI
WOKALEK	WOTZLAWEK	WRONGSKI	YATSKO	ZABKA
ZHUKOV	ZIMA	ZIZEK	ZOLOTOV	ZUB