Lewis Stevenson not getting carried away after winning run



Hibs' long serving defender Lewis Stevenson is not getting carried away with good results and performances since the international break.

The popular Fifer doesn't like to make targets for the season but he finally admitted that European football next season is within the players' sights.

With Hibs now nine points ahead of Edinburgh rivals Hearts, Stevenson says that he is looking at catching the teams above rather than looking over his shoulder.

Hibs go to Rugby Park this afternoon to face on-form Kilmarnock and he is anticipating a tough game.

He said: "Things have been going well. Four wins in the league since we came back from the break, so we couldn't ask for any more.

"The performances have been pretty good as well but I know how quickly that can change.

"I hate giving long term targets as you can look stupid

afterwards but Europe is a viable option now and we have done superbly getting this close to it as it stands but there are a lot of games to go and a lot of points to pay for.

"We try not to think too much about Hearts. Maybe at the end of the season we can look back as see how we have done compared to them but we are nine points ahead of them at the moment and we are looking up not behind us. but when you start to look behind you that's when things can get a bit negative.

"Second place is possible but there are top teams above us with great resources although we have showed in recent weeks that we can compete with them but we won't get carried away.

"Because we are out of the cup, the league is now our cup so to speak and every game is a big game.

"The win against Kilmarnock was one of the hardest games we have had all season They have had an unbelievable turnaround since the manager (Steve Clarke) came in. They are defending well and scoring goals and it is going to be a tough game.

"They will probably go into the game favourites or equal to beat us. Kilmarnock are probably the most on-form team in the league right now.