

Automatic Task - Fixtures

We have no game this week. Our next game (away to Knockmore) is likely to go ahead on either December 9th or 16th. That's our last game of the season.

Breaffy House Hotel Mayo G.A.A. Senior Football League Division 1A

Sun, 25 Nov, Venue: Charlestown, (Round: Round 8), Charlestown Sarsfields V Westport St Patrick's 12:00, Ref: Michael Daly

Sun, 25 Nov, Venue: Ballina, (Round: Round 11), Crossmolina Deel Rovers V Breaffy 12:00, Ref: Kevin Connolly

Breaffy House Hotel Mayo G.A.A. Senior Football League Division 1B

Sun, 25 Nov, Venue: Ballyhaunis, (Round: Round 10), Ballyhaunis V Burrishoole 12:00, Ref: John Hughes

Sun, 25 Nov, Venue: Hollymount, (Round: Round 10), Hollymount-Carramore V Swinford 12:00, Ref: Declan Corcoran

Sun, 25 Nov, Venue: Claremorris, (Round: Round 10), Claremorris V Kiltimagh 12:00, Ref: Martin Murphy

Sun, 25 Nov, Venue: Foxford, (Round: Round 10), Boholla Moy Davitts V Islandeady 12:00, Ref: Benny Holmes

Sun, 25 Nov, Venue: Aghamore, (Round: Round 10), Aghamore V Garrymore 12:00, Ref: Jerome Henry

Sun, 25 Nov, Venue: Kiltane, (Round: Round 10), Kiltane V Tuar Mhic Éadaigh 12:00, Ref: John Glavey

Breaffy House Hotel Mayo G.A.A. Senior Football League Division 1C

Sun, 25 Nov, Venue: Cong, (Round: Round 11), Neale V Louisburgh 12:00, Ref: Mark Tuffy

Breaffy House Hotel Mayo G.A.A. Senior Football League Division 1D

Sat, 24 Nov, Venue: Kilmovee, (Round: Round 11), Kilmovee Shamrocks V Charlestown Sarsfields 15:30, Ref: Sean Reilly

Sat, 24 Nov, Venue: Foxford, (Round: Round 11), Boholla Moy Davitts V Knockmore 15:30, Ref: Peter Geraghty

Sun, 25 Nov, Venue: Páirc Josie Munnely, (Round: Round 11), Castlebar Mitchels Football V Achill 12:00, Ref: Martin Costello

Sun, 25 Nov, Venue: Ray Prendergast Memorial Park, (Round: Round 11), Ballintubber V Moygownagh 12:00, Ref: Padraic Costello

U-21 A Football Championship

Sat, 24 Nov, Venue: Claremorris GAA Club, (Round: Final - Replay), Castlebar Mitchels Football V Ballintubber 14:30, Ref: Vincent Neary