



Éire Óg Greystones – The Players



Éire Óg Greystones – The Players is a news series catching up with our current club players allowing us get to know what makes them tick. Answer the following questions and return your answers to Daniel English – the club PRO at pro.eireoggreystones.wicklow@gaa.ie



Name – Cathal Kirby

Club Team – Minor Hurling

Favourite playing position – Full back

What's your favourite thing about Éire Óg Greystones?

How close the team is as a unit.

Describe yourself in three words?

Hard working, dedicated, eager.

The best thing about playing GAA?

Working together to achieve our goals – good performance and wins.

Funniest memory of playing a game?

A player from Arklow jumped into my arms and I carried him a few meters.

Favourite GAA and why?

Limerick because of the hard work and fitness of the whole team.

Person that motivates you most while playing for the club?

Mark Barry and Ryan McCormack.

Team member that you most admire and why?

Alec Bartak – he can carry the ball up half the pitch, score and be back defending consistently.

Your playing goal for 2022? - Make County Minor and improve as a player.

Playing achievement you are most proud of? - Captaining my team to win a county final.

Favourite sporting venues in Wicklow and Ireland? - Éire Óg, Croke Park and Carnew.

Do you have any pre-match superstitions?

Usually at the start of the season, I find something on the pitch and I keep it with me for every match we play that season.

Would you rather play a match with your team as the underdog or as the favourite and why?

Underdog - less to lose and more to prove. It'll be a better game for our team to improve as well.

Would you rather play an amazing game but lose or an average game and win?

Play an amazing game and lose.

Would you rather be the most skilled player or the most intelligent player?

The most intelligent player.

What has COVID taught you to value most?

The community the GAA has. Everyone practicing on zoom to ensure we continue to improve.