Isleta Eagle Golf Association Match Play March 26 & 27, 2022

Format: IEGA Members Only. First two rounds are stroke play. 4 Flights. Low 8 net players in each flight advance to match play. Pairings by Blind Draw/Hdcp Index/Flight

The following Match Play rounds may be scheduled and played in advance of the following dates by participants. If Matches are not completed prior to date below matches must be played on the following dates.

April 23 (Sat.) Round of 32 Tee Times May 28 (Sat.) Round of 16 Tee Times June 25 (Sat.) Round of 8 Tee Time July 16 (Sat.) Semi Final Tee Time Finals: Date and Time to be Determined

Tournament Results: Please review the flight brackets for winners and matches yet to be played. Brackets are also available in Men's Locker Room at Isleta Golf Course.

Saturday Skins: 7 @ \$20 ea.

Larry Francia, Eagle, Lakes 1 Allen Musgrove, Birdie, Lakes 8 Johnny Watson, Birdie, Arroyo 2 Shawn Abeita, Birdie, Arroyo 3 Geoff Galen, Birdie, Arroyo 4 Larry Hicks, Birdie, Arroyo 7 Norman Lucero, Birdie, Arroyo 9

Saturday Proximity Prizes: \$20 ea.

CLOSEST TO PIN - ARROYO 3- IVAN QUINTANA 11'-3" CLOSEST TO PIN - ARROYO 7- LARRY HICKS 1'-1" CLOSEST TO PIN - LAKES 4 - SHAWN ABEITA 6'-2" CLOSEST TO PIN - LAKES 6 - STEVE RATHEAL 12'-2" LONG PUTT MADE - ARROYO 9 - ED HOLLARS LONG PUTT MADE - LAKES 9 - OOPS! NO MARKER LONG DRIVE - LAKES 7 - BROOK WATSON - 334 YARDS

Sunday Skins: 9 @ \$20 ea.

Allen Musgrove, Birdie, Mesa 1 Tom Vigil, Birdie, Mesa 6 Allen Musgrove, Birdie, Mesa 8 Chris Salandre, Birdie, Mesa 9 Rudy Jojola, Eagle, Lakes 1 Daniel Luna, Birdie, Lakes 5 Mike Prince, HOLE IN ONE, Lakes 6 Geoff Galen, Birdie, Lakes 7 Brook Watson, Birdie, Lakes 8

Sunday Proximity Prizes: \$20 ea.

CLOSEST TO PIN - MESA 4 - STEVE RATHEAL 23'-3"
CLOSEST TO PIN - MESA 6 - JON LECHEL 5'-5"
CLOSEST TO PIN - LAKES 4 - JAY ARMSTRONG 1'-6"
CLOSEST TO PIN - LAKES 6 - MIKE PRINCE HOLE-IN-ONE
LONG PUTT MADE - MESA 9 - TOM VIGIL 6'-6"
LONG PUTT MADE - LAKES 9 - RUDY JOJOLA 15'-0"
LONG DRIVE - LAKES 7 - JACOB JOJOLA