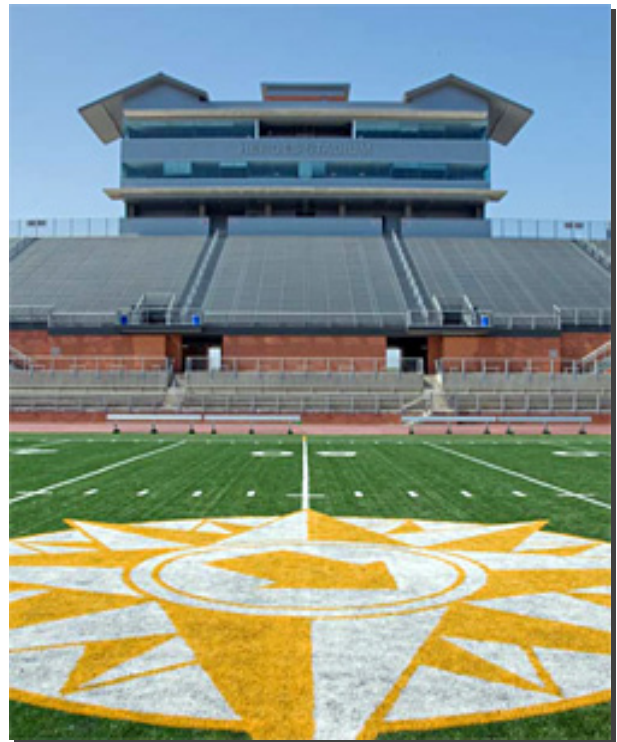


Heroes Stadium has Phenomenal Inaugural Year



After the regular 2009 football season had ended and most football stadiums across the state lie dormant, Heroes Stadium was alive with the excitement of playoff games and cheering crowds. In its inaugural year, the highly regarded facilities at Heroes Stadium hosted seven playoff games, including several regional and state quarterfinal matchups. For the playoffs, the participating teams have an opportunity to choose neutral locations for the games, and Heroes Stadium's popularity is a testament to the facility's appeal.

Heroes Stadium is a perfect venue for playoff games. The stadium's location at the intersection of Thousand Oaks Drive and Wurzbach Parkway provides easy access with numerous entry and exit options. The field level is recessed below the parking entry level for a big-league feel. The stadium seats 11,122 and has 2,525 paved parking spaces. The press box includes an outdoor observation deck, a level for the working press, and a level with a film deck and hospitality rooms. Other amenities include large locker rooms with 85 individual lockers per team, a players' tunnel entry to the field that provides a memorable playoff experience, large concessions stand in the spacious "mall" area that provides protection in inclement weather, and commodious toilet facilities to assure minimal wait times.



The following football playoff games took place at Heroes Stadium in the inaugural year:

**Class 1A Division I
Regional finals**

Junction 42, Yorktown 28

**Class 2A Division I
State quarterfinals**

Comfort 38, George West 24

**Class 3A Division I
State quarterfinals**

Cuero 47, Ingleside 28

**Class 4A Division II
Regional semifinals, Region IV**

Kerrville Tivy 45, Medina Valley 31

**Class 4A Division II
Regional finals**

Kerrville Tivy 38, Port Lavaca Calhoun 31

**Class 4A Division II
State quarterfinals**

Pflugerville Hendrickson 14, Kerrville Tivy 45

**Class 5A Division I
Regional finals**

Austin Westlake 37, Clark 20