

Herschel Greer Stadium

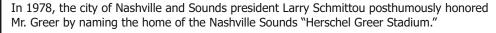
Opened: 1978 Capacity: 10,300 First Game: April 26, 1978 vs. Savannah (Sounds won, 12-4)

Dimensions: LF 327', CF 400', RF 327' (8' fence from left field corner to right-center gap, except in center, where the wall is 24' high; fence from right-center to right field corner is 6' in height)

- ** The outfield wall is two-tiered. Any ball striking the upper section on the fly is a home run, regardless of whether or not the ball re-enters the playing field. **
 - Playing field covers approximately 2.3 acres ... the entire stadium area sits on 26.1 acres.
 - There are 8 steel light poles, 110 feet high, holding up the 186 light fixtures surrounding the ballpark.
 - A full-service restaurant, Slugger's Sports Bar, is located on the 4th level of the stadium. Has a seating capacity of 125.
 - Third level of stadium houses 18 luxury skyboxes, which are available for nightly rental.

Named for Herschel Lynn Greer, Sr. (1906-1976). Born in Dickson County, Tennessee, Greer made his mark in the financial business when he co-organized Guaranty Mortgage Company in 1940 and served as President and Chairman of the Board until 1969.

Mr. Greer was an avid baseball fan and one of the organizers of Vols, Inc., a corporation organized to keep baseball in Nashville. He headed the drive to sell stock in Vols, Inc. (in which there were 4,876 stockholders). He served as the first president of the Nashville Vols, which was successful in retaining a baseball club in Nashville for several years.





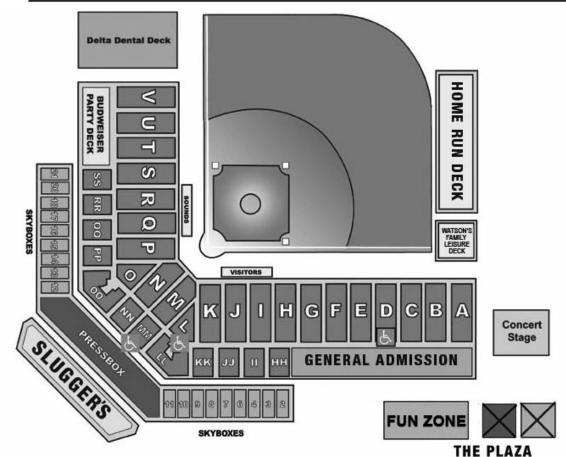
Herschel Greer

ABOUT THE SCOREBOARD ...

The guitar-shaped scoreboard was manufactured by the Fairtron Corporation and was installed by Joslin Sign Company prior to the 1993 playing season.

- Width: 60' (guitar body), 36' (scoreboard/neck), 19.6' (tuning key section)
- Height: 53'; Depth: 24"
- Installed approximately 80 feet above ground
- Foundation includes 205 cubic yards of concrete
- Guitar contains 8,179 total lamps
- Total power demand: 243,155 watts
- 64,169 feet of wire in entire system
- Entire display weighs 35,825 pounds
- Display contains 3,226 square feet (approximate) of surface area
- Display contains 929,088 cubic inches of space





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Individual Tickets (Advance Purchase, 24+hours prior to game day)

Reserved Seating	\$12.00
General Admission	\$8.00

Individual Tickets (Gameday Purchase)

Reserved Seating	\$14.00
General Admission	\$10.00

^{**} Children 2 and under admitted free, provided they do not take up a seat

HOW TO ORDER TICKETS

In Person: Stop by the Sounds Ticket Office at Greer Stadium during the hours listed below.

By Phone: Call the Sounds Ticket Office at (615) 690-HITS.

Online: Complete our secure ticket ordering process on our website at

www.nashvillesounds.com.

By Mail or Fax: Mail your order to Greer Stadium, 534 Chestnut St., Nashville, TN 37203, ATTN: Ticket Office. Please include payment, seating preference, return address, and daytime & evening phone numbers. Or, fax us at (615) 256-5684. Please make all checks payable to the Nashville Sounds.

TICKET OFFICE HOURS

Monday-Friday: 9-6 *
Saturday-Sunday: Closed *

* Ticket office remains open until the end of every home game

^{**} Ticket prices include tax

Sounds On The Air

The majority of 2010 Nashville Sounds games will be carried by 104.5 The Zone (WGFX-FM) in Nashville, Tenn. Every game is also available via a live webcast accessible at www.nashvillesounds.com.

Stu Paul is the new "Voice Of The Sounds" for the 2010 season. He enters his 19th overall season behind the mike and spent the past nine years with the San Antonio Missions in the Texas League.



STU PAUL Play-By-Play Announcer



Stu comes to Nashville from San Antonio, where he broadcast a variety of sports over the past decade. He was the play-by-play voice of the San Antonio Iquanas of the Central Hockey League from 1999-2002 and also broadcast for the Class AA San Antonio Missions of the Texas League from 2001-2009.

In additional to his professional work, Stu lent his talents as the broadcaster for the UT-San Antonio Women's Basketball Team from 2003-2009 and called High School Football for the Texas Sports Radio Network from 2001-2009. During his time in San Antonio, he also served as a fill-in voice for the UT-San Antonio Men's Basketball and Baseball teams.

His past baseball experience includes play-by-play for the Class A Salem Buccaneers of the Carolina League as well as the for Hagerstown Suns and the Jacksonville Suns at the AA level. In addition to baseball, Stu has handled hockey broadcasts for the Tulsa Oilers and the Utica Blizzard as well as play-by-play for the Quad City Thunder of the Continental Basketball Association.

Stu hails from New York City and grew up as a fan of the New York City professional sports teams. He received his Bachelor's Degree in Radio/Television from Syracuse University. In his spare time, Stu enjoys collecting baseball cards, playing all sports, travelling and visiting museums. His sportscasting idols are Mary Albert, Jon Miller, and Vin Scully.



SOUNDS NOTE



SOUNDS' PCL PLAYER OF THE WEEK AWARD WINNERS (1998-)

<u>Player</u> Kris Benson Kevin Grijak Kris Benson (co-winner) Darryl Brinkley Ivan Cruz John Wehner Ivan Cruz Dan Serafini Don Wengert Reed Secrist Ryan Vogelsong Brian Meadows Bronson Arroyo Kevin Tolar John Wasdin John Barnes Brian Meadows

Date Range June 1-7, 1998 July 13-19, 1998 August 10-16, 1998 Kevin Pickford (co-winner) August 10-16, 1998 April 19-25, 1999 June 7-13, 1999 June 28-July 4, 1999 April 6-16, 2000 July 3-9, 2000 April 16-22, 2001 July 16-22, 2001 August 13-19, 2001 June 3-9, 2002 August 5-11, 2002 August 19-25, 2002 April 3-13, 2003 April 14-20, 2003 April 14-20, 2003

<u>Player</u> Brian Meadows Nelson Figueroa Ryan Vogelsong J.R. House Nelson Figueroa Prince Fielder Corey Hart Jared Fernandez Yovani Gallardo Manny Parra Seth McClung Laynce Nix Lindsay Gulin Lindsay Gulin Lindsay Gulin Jason Bourgeois Tim Dillard

July 14-20, 2003 August 4-10, 2003 August 25-Sept. 1, 2003 May 17-23, 2004 July 26-August 1, 2004 May 23-29, 2005 August 1-7, 2005 July 10-16, 2006 May 14-20, 2007 June 25-July 1, 2007 August 6-12, 2007 August 13-19, 2007 May 12-18, 2008 August 18-24, 2008 June 1-7, 2009 June 8-14, 2009 July 20-26, 2009

Date Range

Pre-Game Field Schedule

Pre-Game	11:05am	2:05pm	<u>6:35pm</u>	<u>7:05pm</u>
Sounds Infield & BP	Until 9:30	Until 12:30	Until 5:00	Until 5:30
Visitors BP	9:30-10:15	12:30-1:15	5:00-5:45	5:30-6:15
Visitors Infield	10:15-10:25	1:15-1:25	5:45-5:55	6:15-6:25
Field Preparation	10:30-11:00	1:30-2:00	6:00-6:30	6:30-7:00
Game Start	11:05	2:05	6:35	7:05

Media Information

CREDENTIALS: Credentials are available upon request for legitimate news-gathering organizations. Requests should be made in writing on company letterhead and sent to the Sounds' media relations department via e-mail (michaelwhitty@nashvillesounds.com) or fax (615-256-5684). Requests must be received at least 24 hours in advance to guarantee timely processing. Credentials are to be picked up at the Greer Stadium will call window.

*Note: No spouses, guests, or children of media members will be issued credentials. Sounds credentials are non-transferable. Credentialed members of the media are prohibited from requesting or accumulating autographs or equipment on the playing field or in the dugout or clubhouse. Any violation of these guidelines may result in immediate revocation of the credential and future access. Only credentials issued by the Nashville Sounds, Milwaukee Brewers, Pacific Coast League, or the National Association of Professional Baseball Leagues will be honored.

All credentials must be visible at all times.

PHOTOGRAPHERS: Photographers must work out of the camera bays located at the far ends of each dugout. Chairs are available in the dugouts. When exiting the field, please use the gate leading to the stands at the far end of each dugout. If you wish to switch dugouts, please wait until the half-inning is complete and walk along the track behind home plate to the other side. <u>Do not enter the playing field at any time</u>.

CLUBHOUSE ACCESS: Access to the Sounds clubhouse before and after games will be limited to those organizations that are filing on a nightly deadline. All other media outlets will be asked to conduct interviews on the field prior to game time. Clubhouse access will be granted to all media when special situations arise, as determined by the Nashville Sounds. Pre-game access to the clubhouse will be determined by the Sounds field staff. The clubhouse will be open to the media no later than 15 minutes after the conclusion of the game. The clubhouse is not accessible during rain delays and between games of a double-header, unless otherwise arranged with the Sounds Media Relations Department. Access to the visiting clubhouse is subject to the visiting team's guidelines. THE TRAINER'S ROOM IS CLOSED TO THE MEDIA AT ALL TIMES.

FIELD ACCESS: All credentialed media members will be given access to the playing field prior to each game. At no time will media members be allowed in fair territory or beyond first or third base. Pre-game interviews must be conducted at the conclusion of Sounds batting practice and during the visitor's batting practice. All non-uniformed personnel must clear the field at the conclusion of the visiting team's BP unless that individual has credentials for in-game privileges (photo pass). If you plan to interview a player/coach for longer than five minutes, please make arrangements at least 24 hours in advance through the Sounds Media Relations Department (615-242-4371, ext. 143).

GAME NOTES/STATISTICS: All media information is available in the press box two hours prior to game time. Game notes are also available for online viewing at www.nashvillesounds.com.



The smallest crowd to watch a Sounds games occurred on April 18, 1983, when Orlando visited Greer Stadium along with only 419 fans. Those who did attend were brave souls - the temperature at game time was a frigid 36 degrees.

Rules Of Interest

ROSTER LIMITS: All Class AAA rosters stand at a maximum of 24 active players throughout the entire season.

QUALIFYING MARKS: In order to qualify for a league batting title, a player must have a minimum of 389 plate appearances (minimum 2.7 PA per team game). To qualify for an earned run average title, a pitcher must have at least 115.0 innings pitched (minimum 0.8 IP per team game).

DETERMINING BATTING AVERAGE: Divide the number of at-bats by the number of hits.

DETERMINING EARNED RUN AVERAGE: Take the number of earned runs, multiply by nine, and divide by innings pitched.

SAVE: A pitcher earns a save by meeting all three of the following criteria:

- 1. He is the last pitcher in a game won by his club.
- 2. He is not the winning pitcher.
- 3. He qualifies under one of the following conditions:
 - a. He enters the game with a lead of no more than three runs and pitches at least one inning; or
 - b. He enters the game with the potential tying run either on base, at bat, or on deck; or
 - c. He pitches effectively for at least three innings.

DETERMINING FIELDING PERCENTAGE: Divide the total number of putouts and assists by the combined total of putouts, assists, and errors.

DETERMINING SLUGGING PERCENTAGE: Divide the total bases of all hits by the total times at bat (at-bats do not include walks, sacrifices, times awarded first base on interference or obstruction, or when hit by pitcher).

DETERMINING ON-BASE PERCENTAGE: Add hits, walks, and hit by pitches, then divide by the combined total of at-bats, walks, hit by pitches, and sacrifice flies (times awarded first base on interference or obstruction are not figured into OBP).

CONSECUTIVE GAME HITTING STREAK: A consecutive game hitting streak shall not be terminated if a player's plate appearance (one or more) results in a base on balls, hit batsman, defensive interference, or sacrifice bunt. The streak shall terminate if the player has a sacrifice fly and no hits.

CONSECUTIVE GAMES PLAYED STREAK: A consecutive games played streak shall be extended if the player plays during a half-inning on defense or if he completes a time at-bat by reaching base or being put out. A pinch-running appearance shall not extend a streak. If a player is ejected from a game before he can comply with the requirements of this rule, his streak shall continue.

MAJOR LEAGUE ROOKIE STATUS: A player is considered a rookie if he has no more than 130 at-bats or 50 innings pitched in the big leagues. He is not a rookie if he has spent more than 45 days on a major-league roster during the 25-player limit, even if he has fewer than 130 at-bats or 50 innings pitched (service time requirement excludes stints on the DL or in the military).

DAY OR NIGHT GAME: Any game scheduled to start at or after 6:00 p.m. is a night game. If a game is scheduled to begin prior to 6:00 p.m. and is delayed, it is still considered a day game. Both games of a twi-night doubleheader are night games. When afternoon and night games are scheduled on the same day and separate admissions are charged, they are counted as one day game and one night game, and will not be included in doubleheader statistics.

DETERMINING THE MAGIC NUMBER: Determine the number of games yet to be played, add one, then subtract the number of games ahead in the loss column of the standings from the closest competitor.

DETERMINING GAMES AHEAD/BEHIND: Subtract the team's wins from the first place club's wins and subtract the first place club's losses from the team's losses. Add the results and divide by two.

Transaction Terminology

OPTIONS: When a player is on the 40-man roster and in the minor leagues, he is on "optional assignment." Players have three option years and can be sent up and down as many times as the club chooses within those seasons but will only be charged with one option per season. When a player is "out of options," he will have to clear irrevocable waivers in order to be removed from the 40-man roster and sent to the minor leagues.

WAIVERS: If a player placed on major league waivers is not claimed by another team within two business days after waivers have been requested, then the player has "cleared waivers" and the team has secured waivers for the remainder of the waiver period. The team can do one of three things:

- 1. Send the player to the minors via outright assignment; or
- 2. Trade the player to another team, even if the trading deadline has passed; or
- 3. Release the player.

Note: Any trades involving a 40-man roster player (July 31 through the end of the regular season) may only involve players who have cleared major league waivers.

If a player does not clear waivers (claimed by another team or teams), the club requesting waivers may withdraw the waiver request. If the club does not withdraw the waiver request, the player's contract is assigned as follows:

- a. If only one claim is entered, the player's contract is assigned to that claiming club.
- b. If more than one club in the same league makes claims, the club currently lower in the standings gets the player.
- c. If clubs in both leagues claim the player, preference shall always go to the club in the same league as the club requesting waivers.

DESIGNATED FOR ASSIGNMENT: This transaction allows a club to open a roster spot for up to a 10day period while waiting for a player to clear waivers, after which he must be released, traded, or assigned the minor leagues.

RECALLED VS. CONTRACT PURCHASED: If a player is on the 40-man roster, he is "recalled." If not, then his "contract is purchased" from the minor league team. A player must be added to the 40-man roster when his contract is purchased.

RULE 5 DRAFT: A player not on the 40-man roster is eligible for this yearly December draft if:

- 1. The player was 18 or younger when he first signed a pro contract and this is the fourth Rule 5 draft since he signed; or
- 2. He was 19 or older when he first signed a pro contract and this is the third Rule 5 draft since he

MAJOR LEAGUE REHABILITATION: A major league player may be assigned to a minor league affiliate for the purpose of injury rehabilitation for a maximum of 20 days for non-pitchers and 30 days for pitchers. The player continues to receive his major league salary. Any service with the minor league club shall be deemed major league service. Rehabilitation assignments do not count as optional assignments.

PACIFIC COAST LEAGUE ROSTER LIMITS: Class AAA rosters are limited to 24 active players throughout the entire playing season.

MINOR LEAGUE DISABLED LIST: Players placed on the disabled list must remain on the list for a minimum of seven consecutive days. Players on the D.L. do not count toward a team's roster limit.

2009 PCL POSTSEASON ALL-STAR TEAM				
<u>Position</u>	<u>Player</u>	<u>Team</u>		
1B	Randy Ruiz	Las Vegas		
2B	Eric Young Jr.	Colorado Springs		
SS	ALCIDES ESCOBAR	NASHVILLE		
3B	Esteban German	Oklahoma City		
OF	John Bowker	Fresno		
OF	Terry Evans	Salt Lake		
OF	Matt Miller	Colorado Springs		
С	John Hester	Reno		
DH Mitch Jones		Albuquerque		
RHP	Bud Norris	Round Rock		
LHP	Lenny DiNardo	Omaha		
RP	Scott Strickland	Albuquerque		

Glossary Of Medical Terms

AC JOINT: Acromioclavicular joint; joint of the shoulder where the acromion process of the scapula and the distal end of the clavicle meet; most shoulder separations occur at this point.

ANTERIOR: In front of; the front surface of.

ANTERIOR CRUCIATE LIGAMENT (ACL): A primary stabilizing ligament within the center of the knee joint that prevents hyperextension and excessive rotation of the joint. A complete tear of the ACL necessitating reconstruction could require up to 12 months of rehabilitation.

ARTHROSCOPY: A surgical examination of the internal structures of a joint by means of viewing through an arthroscope. An arthroscopic procedure can be used to remove or repair damaged tissue or as a diagnostic procedure in order to inspect the extent of any damage or confirm a diagnosis.

BRUISE: Skin discoloration due to extravasation of blood into underlying tissues.

BURSA: A fluid-filled sac that is located in areas where friction is likely to occur that minimizes the friction; for example, between a tendon and bone.

CAPSULE: An enclosing structure which surrounds the joint and contains ligaments which stabilize that joint.

CARTILAGE: Smooth, slippery substance preventing two ends of bones from rubbing together.

COLLATERAL LIGAMENT: On either side of, and acting as a radius of movement of, a hinge joint, as of the elbow, knee, and wrist.

CONCUSSION: Jarring injury of the brain resulting in dysfunction.

CONTUSION: An injury to muscle & tissues caused by a blow from a blunt object.

CYST: Abnormal sac containing liquid or semi-solid matter.

DISLOCATION: Complete displacement of joint surfaces.

FASCIA: A connective tissue sheath consisting of fibrous tissue and fat which unites the skin to the underlying tissue.

FEMUR: Thigh bone; the largest bone in the body.

FIBULA: Smaller of the two bones in the lower leg; runs from the knee to the ankle along the outside of the leg.

GROIN: Junction of the thigh and abdomen; location of muscles that rotate, flex, and adduct the hip.

HUMERUS: Bone in the upper arm that runs from the shoulder to the elbow.

IMPINGEMENT SYNDROME: Pinching together of the supraspinatus muscle and other soft tissue in the shoulder. The most common (throwing) arm injury, which usually involves supraspinatus overuse.

INFLAMMATION: The body's natural response to injury in which the injury site might display various degrees of pain, swelling, heat, redness, and/or loss of function.

LABRUM: The cartilage of the glenoid cavity in the shoulder. A lip-edge or lip-like structure.

LATERAL: To the outside of the body.

LIGAMENT: Band of fibrous tissue that connects bone to bone or cartilage and supports & strengthens joints.

MAGNETIC RESONANCE IMAGING (MRI): Imaging procedure in which a radio frequency pulse causes certain electrical elements of the injured tissue to react to this pulse and through this process a computer display and permanent film establish a visual image. MRI does not require radiation and is very useful in the diagnosis of soft tissue, disc, and meniscus injuries.

MEDIAL: To the inside of the body.

MEDIAL COLLATERAL LIGAMENT (MCL): Ligament of knee that connects the femur to the joint.

MENISCUS: Crescent-shaped cartilage, usually pertaining to the knee joint; also known as "cartilage." There are two menisci in the knee, medial and lateral. These work to absorb weight within the knee and provide stability.

PLANTAR FASCIA: The tight band of muscle beneath the arch of the foot.

POSTERIOR: At the back part, or rear, of the body.

POSTERIOR CRUCIATE LIGAMENT (PCL): A primary stabilizing ligament of the knee that provides significant stability and prevents displacement of the tibia backward within the knee joint. A complete tear of this ligament necessitating reconstruction could require up to 12 months of rehabilitation.

ROTATOR CUFF: Comprised of four muscles in the shoulder area that can be irritated by overuse. The muscles are the supraspinatus (most commonly injured), infraspinatus, teres minor, and subscapularis.

ROTATOR CUFF IMPINGEMENT SYNDROME: A microtrauma or overuse injury caused by stress. The four stages are: (1) Tendinitis with temporary thickening of the bursa and rotator cuff, (2) Fiber dissociation in the tendon with permanent thickening of the bursa and scar formation, (3) A partial rotator cuff tear of less than 1 cm, and (4) A complete tear of 1 cm or more.

SCIATIC NERVE: Major nerve that carries impulses for muscular action and sensations between the lower back and thigh and lower leg; it is the longest nerve in the body.

SPRAIN: Injury resulting from the stretch or twist of the joint that causes various degrees of stretch or tear of a ligament or other soft tissue at the joint.

STRAIN: Injury resulting from a pull or torsion to the muscle that causes various degrees of stretch or tear to the muscle or tendon tissue.

STRESS FRACTURE: A hairline type of break in a bone caused by overuse.

SUBLUXATION: Partial dislocation of a joint. The term usually implies that the joint can return to its normal position without formal reduction.

TENDINITIS: Inflammation of the tendon and/or tendon sheath, caused by chronic overuse or sudden injury.

TENDON: Tissue that connects muscle to bone.

TIBIA: Larger of the two bones of the lower leg; weight-bearing bone of the shin.

ULNAR NERVE: Nerve in the elbow commonly irritated from excessive throwing.

NOTE: This list is not meant to be all inclusive, nor should it be used as a substitute for a physician's diagnosis and/or description of an injury or illness.

Nashville, Tennessee

"Music City USA"

State Capital of Tennessee

Settled on December 25, 1779

Became state capitol from 1812-1815, then permanently in 1843

Population: 595,805



Nashville is the capital of Tennessee and the entertainment, cultural, and commercial center of the Mid-South. With a metropolitan population of more than 1.54 million, Nashville has the largest population of any metropolitan area in Tennessee, which puts it among the 30 largest in the nation. In the past decade, the population of the Nashville area has grown by nearly 25 percent.

During the winter of 1779–1780, James Robertson and John Donelson founded a settlement at Big Salt Lick by the Cumberland River at the present site of the city. They built forts on both sides of the river, naming one of them Fort Nashborough in honor of Francis Nash, a Revolutionary War general. In 1784, the town was named Nashville, and it was incorporated as a city in 1806. The city serves as the final resting place of two U.S. presidents -- Andrew Jackson and James K. Polk

Nashville is a pleasant mix of big-city entertainment and "down home" friendliness. Nashville's location places it near the nation's population center. Major cities such as St. Louis, Cincinnati, Memphis, Atlanta, & Birmingham can all be reached by car within 3-5 hours.

The city is also the cornerstone of the Mid-South economy. It has become a leader in printing and publishing, music and entertainment, finance and insurance, healthcare management, manufacturing, and tourism.

Internationally-known companies with corporate headquarters in Nashville include:

American General • Bridgestone/Firestone • Caterpillar Financial • CNA Insurance • Cracker Barrel • Dollar General Gaylord Entertainment • Genesco • HCA • Primus Automotive Financial Services • Shoney's • Thomas Nelson, Inc.

In addition, BellSouth, Caremark, Dell Computer Corp., Gibson Guitar Corp., Ingram Industries, Lifeway Christian Resources, Nissan, O'Charley's, and Saturn also have significant corporate operations in the city.

When it comes to having a good time, Nashville has many entertainment options, offering a multitude of sporting events, recreational opportunities, the largest movie theatre east of the Mississippi River, restaurants, parks, and shopping malls.

The sports landscape in Nashville includes two major-league teams. The Tennessee Titans have brought the National Football League to Nashville. The Titans play in the 68,000-seat LP Field, which is located on the east bank of the Cumberland River across from downtown. In addition, the Nashville Predators have introduced the National Hockey League to Middle Tennessee. They play in the state-of-the-art 18,000 seat Sommet Center. And, of course, the Sounds, a constant in the city since 1978, compete in the Pacific Coast League as the eldest active pro sports franchise in Middle Tennessee.

The city is also home to numerous special events. In the past decade alone, the city has hosted events such as the U.S. Figure Skating Championships, the NCAA men's and women's basketball tournaments, the SEC men's and women's basketball tournaments, numerous AAU national championships, and the U.S. Swimming Championships. Each year, Nashville hosts the highly-popular Country Music Marathon and the Music City Bowl, which pits teams from the ACC and SEC against one another each December at LP Field.

Known as "Music City USA", Nashville is a city who music tastes range from country to rock to gospel. The city has several major concert venues and many big-name concert tours make a stop in Nashville. The city also serves as home to the Grand Ole Opry, the nation's longest-running weekly radio show, and the Country Music Hall of Fame. Nashville also serves as the center of the country music industry and is one of the top recording centers in the nation.

The nightlife in downtown Nashville is always an intriguing scene. Along with the music clubs, where some of today's top country music stars got their start, there is the Hard Rock Café and the Wildhorse Saloon. All of these are located around historic Second Avenue, the focal point of downtown.

Nashville's cultural environment has helped the city earn its other nickname, the "Athens of the South." Nashville is well-known as a major education center. The area's 18 accredited four-year and postgraduate institutions are an integral part of the economic and cultural identity of the area. The city also offers numerous cultural and artistic venues. It is home to nine performing arts facilities, including the Tennessee Performing Arts Center which is the home to a wide range of events, including Broadway musicals and performances by the Nashville Ballet, Nashville Opera, and the Nashville Symphony, which performs in the state-of-the-art Schermerhorn Center.

The city is also home to seven art galleries, 25 museums (including the Tennessee State Museum), numerous historic sites (like The Hermitage -- home of President Andrew Jackson, an exact replica of the Parthenon, and the Natchez Trace Parkway), and an upgraded public library system that includes a new \$50 million downtown library.