

Ray Lewis Acquires Land In Rum Cay

Miami Beach, Florida - February 12, 2009 - Ray Lewis, former two time NFL defensive player of the year, acquired oceanfront property in the Paradise Is Mine development of Rum Cay in the Bahamas. Lewis, a ten time Pro Bowl linebacker for the Baltimore Ravens and an avid fisherman and sportsman, selected Rum Cay which is famous for its fishing boasting world record Wahoo, yellow fin tuna, snapper, bonefish and dolphin. Rum Cay provides Lewis the perfect venue to continue to catch dolphins and other fish fresh off the heels of his team's 27- 9 victory over the Miami Dolphins in this year's NFL playoffs.

Rum Cay, located 345 miles southeast of Miami, is in close proximity to where Lewis played his college football for the University of Miami Hurricanes. Rum Cay is a quiet Bahamian island known for its untouched natural beauty, scenic harbors and spectacular oceanfront views. It has earned the moniker as the "unspoiled jewel of the Caribbean." The Paradise Is Mine lots on the eastern shore of Rum Cay are regarded by many people as one of the prime locations in the Bahamas and the Caribbean for future development. "The principals of Paradise Is Mine even named my street after me, 52 Lewis Lane," – Lewis went on to say.

Lewis further states, "Rum Cay is truly a tropical paradise and is a great place for me to kick back and relax after a long NFL season. My corner of paradise is right on the ocean and it's very peaceful. I love it." Lewis, a former Superbowl MVP, recently off his busy schedule of off-season activities plans on building a house on Rum Cay in the near future. "Paradise is Mine couldn't be more descriptive of my oceanfront lot. There are few places in the world like Rum Cay. It's quiet, tranquil and very beautiful" Lewis recently stated. Lewis is joining the ever growing ranks of celebrities and athletes who are purchasing property on Rum Cay. "Who wouldn't want to live in paradise? Rum Cay is like discovering paradise before anybody else does," Lewis stated.