Park Hop Evaluation Report

2014

Park Hop is a fun and exciting way for families to explore parks across Greenville County and encourage physical activity.

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Partners and Sponsors

A special thanks to our Park Hop Partners & Sponsors who help us reach more people in the community and support the role of parks and active living for Greenville County, SC. Park Hop would not exist without key partnerships with all of our local parks and recreation agencies. Thank you for your collaboration and contributions to this initiative.

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Executive Summary

The following report provides a summary of the 2014 Park Hop Initiative. The Greenville County Park Hop was launched in 2013, by LiveWell Greenville, in partnership with six area parks and recreation agencies: City of Greenville Parks and Recreation; City of Fountain Inn Parks and Recreation; City of Greer Parks and Recreation; City of Mauldin Parks and Recreation; City of Simpsonville Parks and Recreation; and Greenville County Parks, Recreation and Tourism.

Park Hop is a summer-long scavenger hunt that encourages youth and their families to visit parks and recreation venues located throughout Greenville County, SC. Throughout the summer, participants answer physical activity-themed clues in 19 parks and recreation locations using a printable passport or mobile app. The initiative kicks off each spring in a local park with an event that features games, prizes, healthy foods, and physical activity vendors. At the end of the summer, Park Hoppers submit their passports online or via the mobile app for a chance to win adventure-themed prizes awarded at a closing celebration.

Park Hop 2014 successfully recruited more participants, increased the total and average number of park visits, increased physical activity during park visits, and improved parent/guardian perception of park amenities and youth enjoyment of parks. Additionally, parent/guardians reported high levels of satisfaction, with 90% indicating they would participate again and 92.9% willing to recommend Park Hop to a friend. From 2013 to 2014, the total number of participating families (236 in 2014) increased by 105%, the total number of participating youth (n=513) increased by 136%, and the total number of family park visits (n=2,064) increased by 41%. Youth and their families reported visiting an average of 12 parks, 4.6 of which were to newly-discovered venues. There was a slight increase in the average number of parks visited in the last 30 days. The proportion of time spent in PA during park visits increased by 13%, with participants spending an average of 95.1 minutes in PA during park visits. There was also an increase in parent/guardian perception of quality of park amenities) and perception of youth enjoyment of parks.

Included in this report:
- Background and Initiative Description
- Process and Impact Evaluation Methods and Results
- Implications and Future Plans

Background

In recent decades, youth obesity has become a priority public health focus, with more than 32% of US youth now considered overweight or obese (Ogden, Carroll, Kit, & Flegal, 2012). South Carolina has higher rates of youth obesity than the national average, and in Greenville County, SC, 35.7% of youth are overweight or obese (Piedmont Health Care Foundation, 2008). This is concerning given that overweight and obese youth are at risk for developing poorer long-term health outcomes due to increased rates of adult chronic disease including obesity, heart disease, diabetes, and some cancers (CDC, 2014). In addition, overweight and obese youth are at higher risk for psychological and social problems during childhood and adolescence, further contributing to the need for addressing youth obesity.

Physical activity is a recognized contributor to obesity intervention, and increased rates of physical activity are correlated with reduced obesity levels (BMI) (CDC, 2014). However, only about one quarter of youth ages 6 to 15 years participate in the recommended amount of 60 minutes of moderate-to-vigorous physical activity each day, with differences found across gender, age group, and race/ethnicity (ACSM 2014 Physical Activity Report Card).

The built environment and community infrastructure is increasingly being recognized as key in creating healthy communities, and parks have been identified as ideal settings for increasing population level physical activity because of their relative low cost to operate and their widespread availability (Bedimo-Rung, Mowen, & Cohen, 2005; Kaczynski & Henderson, 2007). Parks, however, are often underutilized and a significant number of observed park users are sedentary (Cohen et al., 2007; Mowen, Kaczynski, & Cohen, 2008). In recent studies, utilization of community outreach strategies such as marketing and organized programming have been shown to increase the amount of physical activity within parks (Roubal, Jovaag, Park, & Gennuso, 2013).

LiveWell Greenville (LWG) is a network of organizations partnering to "make the healthy choice the easy choice" for all Greenville County, SC residents through healthy eating and active living policy, systems, and environmental changes. LWG supports initiatives in a number of community settings including recreation and play. The LWG At Play workgroup supports the growth and maintenance of our public parks and trails systems to promote accessibility to safe, convenient places to be physically active.

Park Hop Program Description

In 2013, the LiveWell Greenville At Play Workgroup, comprised of six local parks and recreation agencies and other key community partners, launched the Park Hop Initiative to create a fun, cost-effective way to allow residents to connect and interact with local parks. Park Hop is an incentivized, summer-long scavenger hunt of parks and recreation venues located throughout Greenville County, SC designed for youth and their families.

Goals of Park Hop
- Promote park usage in all parks across Greenville County, SC through interagency collaboration.
- Facilitate discovery of more than 100 existing parks and recreation venues in Greenville County, SC.
- Increase youth and family physical activity during park visits using a fun, easily accessible and cost effective initiative.
- Foster an appreciation for the wealth of park and recreation facilities throughout the county.
- Create an annual tradition for all Greenville County, SC residents to enjoy that can be replicated throughout the state and region.

Park Hop 2014 Opening Celebration

On May 17th 2014, the Park Hop Initiative held its first opening celebration at Conestee Park, sponsored by Greenville Health System Safe Kids Upstate, with plans for the event to become an annual tradition. The opening celebration was an open invitation to all youth and families interested in participating in Park Hop. The 2014 celebration featured the unveiling of the mobile app and passport, along with an on-site scavenger hunt for a chance to win an adventure-themed prize. Families enjoyed active games and activities from sponsors and partners, as well as live music. Healthy food was provided by Spinx "fresh on the go" and the Papa John's LiveWell pizza. The Park Hop 2014 Opening Celebration, attended by about 500 youth and families, was a great success showcasing the community partnerships between LiveWell Greenville and our parks and recreation partners to improve play opportunities in Greenville County, SC.

Park Hop 2014 Scavenger Hunt

The 2014 Park Hop scavenger hunt featured 19 park and recreation venues throughout Greenville County. A list and map of the 2014 Park Hop parks are provided in Table 1 and Figure 1, respectively. The scavenger hunt included one clue per destination. Clues highlighted a physical activity amenity such as playgrounds, rock climbing walls, and walking trails. Families answered the scavenger hunt clues in two ways: a Park Hop Passport or the Park Hop mobile application.

Table 1: List of 2014 Park Hop Parks
Butler Springs Park
Cleveland Park
Conestee Park
Fountain Inn Firecracker Disc Golf Course
Greenville Drive Stadium
Greenville Tech NW Campus
Greer City Park
Herdklotz Park
Heritage Park
Kid's Planet at Century Park
Legacy Park
Mauldin City Park
Paris Mountain State Park
Poinsett Park
Simpsonville City Park
Springfield Park
Swamp Rabbit Trail Fountain Inn
The Children's Museum
Timmons Park

Figure 1. Map of 2014 Park Hop Park locations

Park Hop 2014 Passport. The Park Hop Passport (Figure 2) was a scavenger hunt guide to help participants on their summer journey. Participants could download and print the electronically accessible passport on the Park Hop website (www.parkhop.org) by registering using an online form. Participants could submit the passport through an online survey or via mail at the end of the summer for a chance to win adventure-themed prizes. The Park Hop Passport provided participants with one question about each park designed to highlight a physical activity promoting amenity, such as playgrounds or walking trails.

Figure 2. Park Hop 2014 Passport

Park Hop 2014 Mobile App. The Park Hop Mobile App (Figure 3), free from the Apple or Android app store, was an alternative to the printable passport. The mobile app allowed participants to directly register, navigate, and enjoy Park Hop all from their smart phone. In 2014, the mobile app included a geo-location feature that unlocked clues once participants entered the park.

Figure 3. Park Hop Mobile App
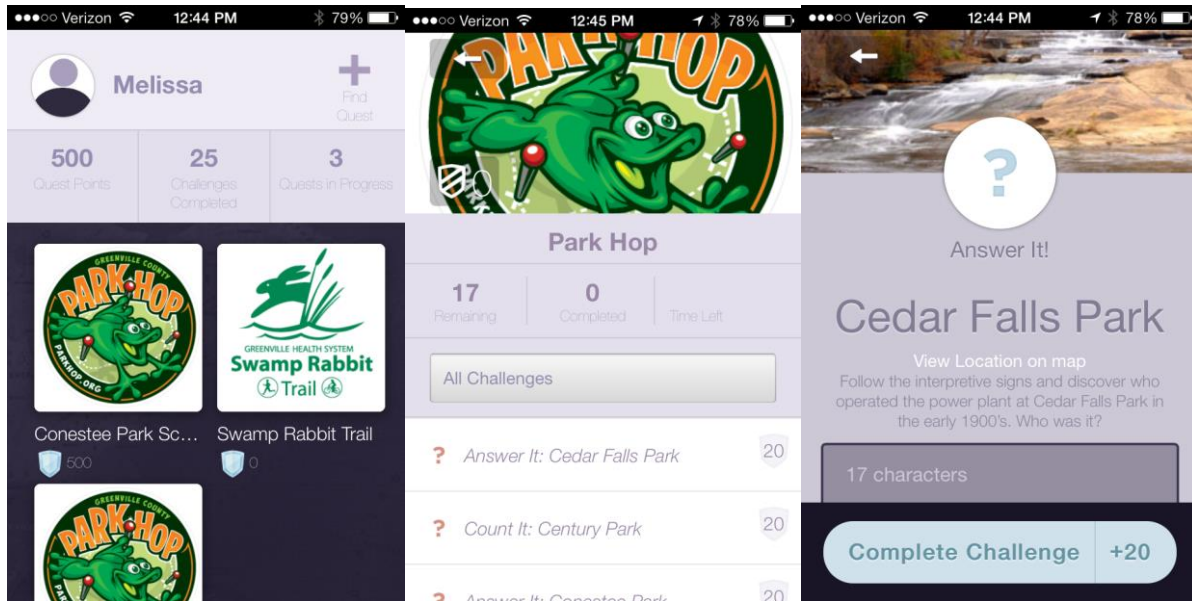
Park Hop 2014 Closing Celebration

Park Hop 2014 concluded with a closing celebration, sponsored by Cunningham Recreation, on August 9th 2014 at Greer City Park. Open to all Park Hop participants, this fun family picnic featured music, games, activities, and healthy food from our partners and sponsors. Youth and families explored the park and had a chance to meet Reedy Rip It (Greenville Drive mascot) before prizes were awarded. Park Hoppers who submitted their clues online or via the mobile application received swag bags, t-shirts, Greenville County waterpark passes, vouchers to a local minor league baseball game, and Children's Museum passes based on the number of parks they had visited. Participants also had a chance to win adventure-themed prizes totaling thousands of dollars in value that were generously donated by our community partners. Prizes (Appendix A) included bikes, camping gear, and the grand prize of the first pitch at one of Greenville's local minor league baseball games.

Evaluation Methods and Measures

Four primary methods were used to collect participant information and conduct the Park Hop 2014 evaluation: Park Hop passport, Park Hop mobile application, and Park Hop pre- and post-survey. Park Hop participation was determined by the number of submitted passports and registrations on the mobile app. The passport and mobile app also allowed for the collection of the total number of park visits during the 2014 initiative.

Pre- and post-surveys collected self-reported information from parent/guardians of Park Hop participants. Information collected included participant demographics, Park Hop Initiative satisfaction, mobile app satisfaction, park usage, number of newly discovered parks, physical activity during park visits, and perceptions of parks. Participants were incentivized to complete the pre- and post-surveys using random drawings for a chance to win one of four $25 Visa gift cards. Pre- and post-surveys were matched to determine change in park usage, time spent in physical activity during park visits, and perceptions of park following Park Hop participation. Park Hop pre-surveys were delivered via e-mail to all who had registered for Park Hop and were automatically e-mailed to newly registered families as soon as they signed up. Then, the Park Hop post survey was sent to all participants after Park Hop was concluded. To examine change in perceptions and behaviors, we matched and compared responses from those who had answered both surveys. Our final sample for the surveys was 75 participants who completed both surveys, which is presented in many of the following results tables.

Results

Participation

Park Hop 2014 resulted in a tremendous increase in the number of families, number of youth, and park visits as compared to Park Hop 2013 (Table 2). In 2014, a total of 236 families participated, a 105% increase from 2013 (n=115). The total number of youth participating increased by 136%, from 2013 (n=217) to 2014 (n=513). The total number of park visits increased by 41% from 1446 to 2064 from 2013 to 2014 (Table 3). In 2014, an average of 2.25 youth per participating household engaged in Park Hop.

Table 2: Park Hop Overall Participation by year					
	# Families	# Youth	# Park Visits	Kick Off Celebration	Closing Celebration
Park Hop 2013	115	217	1466	N/A	250
Park Hop 2014	236	513	2064	500	300
% Increase	105%	136%	41%	N/A	20%

Park Hop participants used the paper passport (29.5%), the mobile app (43.6%), or both of these modes of participation (26.6%) to complete the scavenger hunt (Table 3). Registration data from 2014 showed a total of 595 mobile app downloads and 351 paper passport downloads, for a total of 946 registrations (Table 3). Most participants reported discovering Park Hop through the website (30.8%), friends and family (28.2%), or billboard advertisements (17.9%).

Table 3: Park Hop Mode of Participation and Registrations		
Mode of Participation		
Paper Passport only	23	29.5%
Park Hop Mobile App only	34	43.6%
Both	20	25.6%
Total Number of Registrations		
Downloads of mobile app	595	
Downloads of paper passport	351	
Total registered	946	

Demographics

Based on matched pre/post surveys, the average age of the youth participants was 8.19 years. The majority of participating households had youth between the ages of 6 to 10 years (69.2%). The majority of youth were male (62.7%), white (90.3%), and non-Hispanic (94.7%). Almost half (53.8%) of the participants had normal weight, whereas 16.7% were considered either overweight (6.4%) or obese (10.3%). Most participating families (64.2%) had an annual household income above $50,000 per year. Table 4 provides a description of participant demographics.

Table 4: Participant Demographics		
	N	%
Gender (n=75)		
Male	47	62.7%
Female	28	37.3%
Race (n=72)		
White	65	90.3%
Black or African American	2	2.6%
Mixed	5	6.4%
Ethnicity (n=73)		
Hispanic or Latino	3	3.8%
Non-Hispanic or Latino	70	94.7%
Weight Status (n=58)		
Normal	42	72.4%
Overweight	5	8.6%
Obese	8	17.2%
Underweight	3	5.2%
Household Income (n=53)		
$25,000-$49,999	19	24.4%
$50,000-$74,999	10	18.9%
$75000-$99,999	13	16.7%
$125,000-$149,999	5	6.4%
$150,000-$174,999	4	5.1%
$200,000 ≤	2	2.6%

Park Visits, Discovery, and Physical Activity

Participants visited an average of 12.14 parks (SD=6.13), and discovered 4.6 parks for the first time (Table 5).

Table 5: Park Hop Visitation and Discovery		
	Mean	SD
Average Park Visitation		
Parks visited as a part of Park Hop	12.1	6.1
Parks visited for first time (discovery)	4.6	3.8

Table 6 shows the number of park visits for each Park Hop park. The parks with the highest visitation were Legacy Park (75.6%), Cleveland Park (79.5%), Conestee Park (76.9%), Heritage Park (76.9%), Simpsonville City Park (70.5%), and Mauldin City Park (73.1%). The lowest visitation rates were seen by Greenville Tech NW Campus (44.9%) and one of the few parks visitors must pay to enter, Paris Mountain State Park (38.5%). Parks with the highest percentage of new discoveries (Table 7) were located in municipalities outside the city of Greenville, including: Timmons Park (65.4%), Greenville Tech NW Campus (37.3%), Fountain Inn Firecracker Disc Golf Course (42.3%), Swamp Rabbit Trail Fountain Inn (44.9%), Springfield Park (44.9%), and Mauldin City Park (35.9%). Parks with the lowest percentage of discovery (Paris Mountain State Park, Heritage Park, and Cleveland Park) were large, popular family recreation destinations. However, these parks did not necessarily have lower rates of visitations.

Table 6: Park Visits by Park		
Park	N	Percent
Legacy Park	62	79.5%
Cleveland Park	60	76.9%
Conestee Park	60	76.9%
Heritage Park	59	75.6%
Mauldin City Park	57	73.1%
Simpsonville City Park	55	70.5%
The Youth's Museum	52	66.7%
Timmons Park	51	65.4%
Herdklotz Park	51	65.4%
Kid's Planet at Century Park	51	65.4%
Greer City Park	48	61.5%
Springfield Park	46	59.0%
Butler Springs Park	44	56.4%
Swamp Rabbit Trail Fountain Inn	42	53.8%
Greenville Drive Stadium	42	53.8%
Poinsett Park	40	51.3%
Fountain Inn Firecracker Disc Golf Course	38	48.7%
Greenville Tech NW Campus	35	44.9%
Paris Mountain State Park	30	38.5%
	Mean	SD
Average Number of Park Visits	12.1	6.13

Table 7: Parks Discovery by Park		
Park	N	Percent
Timmons Park	36	46.2%
Swamp Rabbit Trail Fountain Inn	35	44.9%
Springfield Park	35	44.9%
Fountain Inn Firecracker Disc Golf Course	33	42.3%
Greenville Tech NW Campus	29	37.2%
Mauldin City Park	28	35.9%
Herdklotz Park	23	29.5%
Poinsett Park	22	28.2%
Legacy Park	22	28.2%
Butler Springs Park	22	28.2%
Conestee Park	18	23.1%
Simpsonville City Park	15	19.2%
Greer City Park	9	11.5%
Kid's Planet at Century Park	6	7.7%
The Youth's Museum	6	7.7%
Heritage Park	5	6.4%
Greenville Drive Stadium	5	6.4%
Cleveland Park	2	2.6%
Paris Mountain State Park	2	2.6%
	Mean	SD
Average Number of Parks Discovered	4.6	3.75

On average, families reported a slight increase (0.97) in the average number of monthly park visits at the end of Park Hop (t=1.97, p=.05). A paired t-test indicated a statistically significant (t=2.85, p=.006) increase (10%) in the proportion of time spent in PA during park visits. Specifically, participants reported spending an average of 96.1 minutes in PA during park visits after participating in Park Hop. Changes in park visitation and physical activity are presented in Table 8.

| Table 8: Change in Park Visitation and Physical Activity			
	Mean	t-value	p-value
Change in park visits per month (past 30 days)	0.973	1.971	**0.053**
Change in proportion of time engaged in PA during most recent park visit (min)	0.104	2.852	**0.006***
Change in total time at most recent park visit (min)	-12.64	-1.21	0.231
* Indicates a statistically significant change			

Park Hop Satisfaction

Park Hop scavenger hunt satisfaction of parent/guardian participants was determined using four main questions on the post Park Hop survey (Figure 4). Responses (on a 1-5 scale) indicated that youth overall enjoyed participating in Park Hop (m=4.43, SD=0.84); information about Park Hop was easily accessible (m=4.26, SD=0.77); participants plan to participate next year (m=4.51, SD=0.85), and would recommend Park Hop to a friend (m=4.59, SD=0.73).

Figure 4. Park Hop Satisfaction Responses
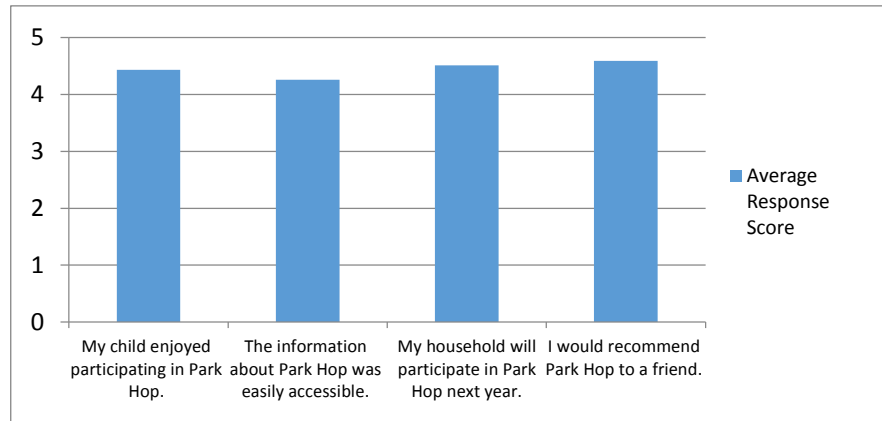
In addition, two open-ended questions (in the post survey) assessed Park Hop scavenger hunt satisfaction: What did your child like most about Park Hop? and What did your child like least about Park Hop? The open-ended responses were coded, organized into themes or categories, and summarized by the evaluation team. The themes, or categories, that emerged from the open-ended survey questions are presented in Table 9.

For question 1 regarding what youth liked most about the program, 113 parents provided responses. Of those responses, nearly half reported that visiting and exploring new parks was a major factor in program enjoyment. The scavenger hunt style of the program and playing in the parks were also mentioned frequently by parents. For question 2, about one-quarter of the parents recognized that parks with limited features for kids were not enjoyable for the youth participants. Also, difficulty of clues and distance to travel to all of the parks in the program was viewed as a negative factor of participating in the Park Hop scavenger hunt.

Table 9. Themes and Example Comments from Open-ended Post-survey Questions Assessing Park Hop Satisfaction		
Question 1: What did your child like most about the Park Hop? (n=113)		
Themes	*%Reported*	*Example Comments*
Visiting and exploring new parks	48.7%	"Visiting different parks, discovering new parks we did not know about"
Clues and scavenger hunt	27.4%	"The thrill of finding the answers to the clues"
Playing and being active	18.6%	"Playing on the different playgrounds"
Social time with family and/or friends	12.4%	"Seeing new places and doing things as a family (together)"
Prizes and events offered	11.5%	"They liked the chance to visit new places and win prizes"
Question 2: What did your child like least about the Park Hop? (n=84)		
Park locations with limited features	21.4%	"Going to parks that didn't really have anything for kids to do. (Swamp Rabbit Trail, Disc Golf courses, etc.)"
Difficulty of clues	20.2%	"Some of the clues were difficult for them to find, sometimes requiring us to explore the whole park"
Distance to all parks	13.1%	"It took a long time. And we had to either drive far to get to some of the parks, or really 'hunt' to locate the clue there."
Weather	13.1%	"It was super-hot on some of our trips. Otherwise it was fun"
Mobile app problems	8.3%	"Not being able to enter the info, because we had so much trouble with the app"
Timing of program	7.1%	"Not enough time should start at the end of school year"
Distance to clues in parks	6.0%	"Long walks to look for clues"
Did not win prize	4.8%	"Not winning a raffle prize"

Mobile Application Satisfaction

Park Hop mobile app satisfaction of parents/guardians was assessed with 14 questions on the post survey. Parent/guardian participants agreed that the Park Hop app was well organized (m=3.98, SD=0.879); the functions of each item were immediately understood (m=3.98, SD=0.879); the buttons were well organized (m=4.00, 0.87); the functions of the buttons were easily understood (m=3.96, SD=0.95); and participants felt very confident using the Park Hop app (m=3.89. SD=1.14). In general, participants disagreed with the statements regarding whether the Park Hop app was unnecessarily complex (m=2.04, SD=0.97), there was need for the support of a technical person to use the app (m=1.67, SD=.77), the app was very awkward to use (m=2.23, SD=1.26), and the participants needed to learn a lot of things before using the Park Hop app (m=1.72, SD=.88). A complete description for mobile app satisfaction is provided in Table 10 below.

Table 10: Mobile App Satisfaction		
	Mean	SD
The Park Hop app was well organized	3.98	0.88
I immediately understood the function of each item in the Park Hop app	3.98	0.88
All of the functions I expected to find in the Park Hop app were present	3.63	1.10
The buttons in the Park Hop app were well organized and easy to find	4.00	0.87
I immediately understood the function of each button in the Park Hop app	3.96	0.95
All of the functions I expected to find on the menu bar in the Park Hop app were present	3.63	1.12
I think that I would like to use the Park Hop app frequently	3.81	1.08
I found the Park Hop app unnecessarily complex	2.04	0.97
I think that I would need the support of a technical person to be able to use the Park Hop app	1.67	0.78
I found the various functions in the Park Hop app were well integrated	3.72	0.99
I thought there was too much inconsistency in the Park Hop app	2.40	1.24
I found the Park Hop app very awkward to use	2.23	1.26
I felt very confident using the Park Hop app	3.89	1.14
I needed to learn a lot of things before I could get going with the Park Hop app	1.72	0.88
*Mean values based on 5 point Likert scale where 1= strongly disagree and 5=strongly agree		

Park Perceptions

There was not a statistically significant change in parent/guardian perceptions of park safety (m=0.052, t=.754, p=.453) or the overall quality of parks (m=0.078, t=1.029, p=.307). There was, however, a significant increase in parent/guardian perception of overall quality of park amenities (m=0.74, t=6.827, p<.001) and youth enjoyment of parks (m=0.20, t=2.86, p<.001). The changes in perceptions of parks are presented in Table 11.

Table 11: Changes in Perceptions of Parks			
	Mean	**t-value**	**p-value**
Perception of safety in parks	0.05	0.75	0.45
Perception of quality of parks	0.08	1.03	0.31
Perception of quality of park amenities	0.74	6.83	**< 0.01***
Perception of child enjoyment of parks	0.20	2.86	**< 0.01***
* Indicates a statistically significant change			

Conclusions and Future Goals

Park Hop exemplifies a successful collaboration of multiple recreation partners cross-promoting the diverse parks and recreation venues located throughout Greenville County. The Park Hop 2014 initiative was well-regarded by participants and successful in many ways. Park Hop effectively promoted park usage, park discovery, and PA in parks while continuing to build key partnerships across Greenville County. Park Hop also successfully impacted perceptions of park amenities and youth enjoyment of parks, while also receiving high levels of participant satisfaction. Given the results of this year's evaluation and the ongoing goals of the initiative, future years hold great promise to further build upon these key successes.

LiveWell Greenville's At Play workgroup has planned a number of future endeavors for Park Hop. Such plans include development of the mobile app to include additional PA features such as "park near you" push notifications and more elaborate in-park scavenger hunts to further promote increased PA. Other objectives include increased outreach to underserved communities and group settings such as out-of-school time centers and church youth organizations.

This evaluation provides detailed insight into the impact that Park Hop has for families across Greenville County. There are potential ways to bolster evaluation efforts to better understand the behavioral and health outcomes related to Park Hop including a more rigorous assessment of pre-post effects on youth physical activity using individual-level measures such linked to the mobile app technology, along with qualitative methods including parent/guardian and youth focus groups.

Park Hop offers an amazing opportunity for youth and their families to discover and appreciate what Greenville County has to offer. It is no surprise that youth enjoy the outdoor time and, not to mention, the opportunity to win prizes. Families are physically active and engaged at the park which, as a result, improves their overall health. Park Hop truly makes the healthy choice, the easy choice across Greenville County.

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Appendices

Appendix A

Park Hop Prizes 2014

1. The Greenville Drive: vouchers, first pitch at the Drive Game
2. TCMU: Family Four Pack, entrance passes
3. Innova Disc Golf Sets
4. Prize Package from Lucky Bike
5. Color Clay Café Gift Card
6. Marvin's Produce juice boxes
7. Gravitopia VIP Passes
8. Sky Zone passes
9. Frankie's Fun Park attraction passes
10. Pump It Up passes
11. Reedy Rides rentals
12. Color Clay Café gift certificate
13. Mast General Store water bottle
14. Monkey Joe's gift set
15. The Little Gym gift certificate
16. Elephant Trunk Roller's Game
17. Greenville Running Company gift certificate
18. Greenville Soil and Water Gift Bag
19. REI Kid's Camping Gear Set
20. Carolina Ballet Theater: Four tickets to The Nutcracker
21. The City of Greenville: Zoo Family Membership, 2 shelter rentals, 25 ice on main passes
22. The City of Fountain Inn: bicycle, family of 4 carriage rides, 8 ice skating
23. The City of Greer: 2 Shelter rentals, sports registration
24. The City of Mauldin: 2 shelter rentals, 2 rock wall packages
25. The City of Simpsonville: shelter rentals, train rides at Heritage Park
26. Greenville County: wrecking crew pass, waterpark passes
27. Paris Mountain State Park: 2 inland park passports, camping weekend at Paris Mountain State Park
28. Upcountry History Museum: 2 family 4 packs
29. SC Youth's Theatre: four tickets to selected production
30. Greenville Gymnastics: 6 week registration
31. The Greenville County Library
32. Vino and Van Gogh