

# **Matsu Community Assessment Results**

The Community Assessment Toolkit or CAT is a collection of data-recording forms used to evaluate the food and physical activity environments of communities. These enabled us to study some of the determinants of healthy eating, physical activity and obesity among youth. Schools, parks, physical activity facilities and fast food restaurants were surveyed using documents adapted from other surveys.

#### **Section 1. Assessment of Parks**

The Form used to assess parks is modified from the Bridging the Gap Program, University of Illinois at Chicago, Park Observation Form (See Appendix for form used). The purpose of this survey is to improve our understanding of accessibility of park settings and quality of opportunities for physical activity in these settings among CHL communities. A complete list of parks that were located within the community boundary, or on the periphery, and their locations was compiled for each community by local staff. Staff then assessed up to ten parks per community or all of them when there were less than ten parks in a community. Staff where instructed to spend about 30 minutes walking through each park to survey its accessibility, setting, amenities, sports fields (e.g., soccer, football, baseball), courts (e.g., tennis, basketball, volleyball), walking/running/biking trails, and incivilities.

Eligible parks: Local municipal or county park that is open to the public

- Has equipment used for physical activity or play, including playing fields and courts AND/OR has green space or natural features, benches, walking paths, picnic tables, or other park features
- On-the-ground parks only. Must also have a sign designating it as a public park if no sports features are present

**Exclusions:** Campgrounds, golf courses, forest preserves, stadiums, zoos, state and national parks, private/resident-only (e.g., neighborhood association) parks, stand-alone fields/courts associated with a school.

### Park Setting, Parking, Sidewalks, and Amenities

Upon entering the park staff assessed the park setting, parking and sidewalk features, and certain park amenities.

Observations on park setting included whether it was a public park, whether it was adjacent to a school, and whether it shared sports features with a school. Ten parks were surveyed in Matsu. All of these were public parks, and 7 had information about whether or not there was an adjacent school. None of the 7 parks were adjacent to a school.

Eight (80.0%) parks had on-site parking, while 4 (44.4%) had on-site parking with overhead lighting, and 1 (10%) had bicycle parking. Four (40.0%) of the ten parks surveyed had sidewalks leading up to the entrance of the park, and 3 (33.3%) of the 9 parks with information available had sidewalks with overhead lighting.

Observation on park amenities included whether it had closing time signage, restrooms, showers, and beverage vending machines. Among the 10 parks, 4 (40.0%) had closing time signage, 6 (60.0%) had restrooms, none (0.0%) had showers, and 1 (10%) had beverage vending machines.

Table S.1.1. Park Setting (N=10)

Park Setting	Number	Percent
Setting (n=10)		
Public Park	10	100.0%



Adjacent to a school	0	0.0%
Shares sports features with a school	0	0.0%
Parking (n=10)		
Parking on-site available (not including street parking)	8	80.0%
Parking has lights (n=9)	4	44.4%
Bicycle parking racks or cages available	1	10.0%
Sidewalk		
Sidewalks on street lead up to the entrance (n=10)	4	40.0%
Sidewalks have lighting (n=9)	3	33.3%
Amenities (n=10)		
Park has closing time signage	4	40.0%
Restrooms present	6	60.0%
Showers present	0	0.0%
Beverage vending machines present	1	10.0%

# Park Access and Barriers to Entry

Staff assessed each park for an entrance fee, signage limiting entry and any physical barriers around the perimeter of the park. Among the ten parks surveyed in Matsu, seven had responses on the question of whether there was an entrance fee, and all 7 had no fee. Among all ten parks, 9 (90%) had signage indicating the park name, 7 (70.0%) had signage stating that public use of the park was limited to specific times, none had signage indicating that the park was private or has restricted access at all

times, and none of the parks had a locked fence or other physical barrier around the perimeter.

Table S.1.2. Park Access and Barriers (N=10)

Access and barriers		
Signage indicates park name	9	90.0%
Signage states public use of area is limited to specific times	7	70.0%
Signage states area is private or restricted access at all times	0	0.0%
Locked fence or other physical barrier around the perimeter prevents public access	0	0.0%

### **Sports Features**

Staff assessed each park for a specific list of sports features to determine the number of each feature present and whether such a feature had lighting or not. Staff also rated the condition of each feature.

### **Feature Descriptions**

- Field, Multi-use: A multi-use field is a large, flat, open space usable as an athletic field for more than one sport.
- Field, Football: A field should have the appropriate layout, markings, and/or equipment in order to be identified as a football field.
- Field, Baseball: A field should have the appropriate layout, markings, and/or equipment in order to be identified as a baseball field.
- Field, Soccer: A field should have the appropriate layout, markings, and/or equipment in order to be identified as a soccer field.



- ➤ Court, Basketball: A court should have the appropriate layout, markings, and/or equipment in order to be identified as a basketball court.
- Court, Tennis: A court should have the appropriate layout, markings, and/or equipment in order to be identified as a tennis court.
- ➤ Court, Volleyball: A court should have the appropriate layout, markings, and/or equipment in order to be identified as a volleyball court.
- Court, Multi-use: This includes large courts that contain equipment or the capability of holding equipment for different sports such as both basketball and volleyball.
- Running/Walking Track: A running/walking track may be located on the perimeter of a field or as part of a track and field stadium. Most tracks will have lane and/or distance markings.
- Pool: This includes-
  - o A pool that is at least 3 feet deep at the deepest end.
  - A wading pool that is less than 3 feet deep at the deepest end and intended for use by small children.
- ➤ Playground Area: A playground area includes swings, monkey bars, climbing apparatuses, slides, see-saws, spring features, and other items meant for children's play. In CHL survey, staff was trained to count only the number of areas, not the specific equipment or apparatuses.
- Skateboarding Facilities: Skateboarding facilities include ramps, tracks, and other apparatuses meant for use by skateboarders or in-line skaters. In CHL survey, staff was trained to count only the number of rooms or areas, not the specific equipment or apparatuses.
- Exercise Stations with or without Signage: Exercise stations are designated activity points. Exercise stations may also be called FitnessTrails or FitTrails.

Rock Climbing Wall: A rock climbing wall is a natural or artificially constructed outdoor wall with grips for hands and feet, used for climbing.

#### **Condition of the Feature**

Staff rated the condition and the presence of lighting for each feature item. The condition of a feature could be recorded as "poor", "okay/good", or "not rated". When there was more than one item per feature, each item was evaluated for condition while the presence of lighting was assessed across all items in a feature. For example, if a park had 3 basketball courts and 2 were in okay condition, 1 was in poor condition, and 1 of them had lighting, then the staff would record the number of basketball courts as 3, 2 of which are rated okay/good, 1 rated as poor, and that this park had lighting for this feature.

Feature condition was rated based on the feature's surface and related equipment, if any was available for the feature. Ultimately the feature condition rating was related to whether or not players could safely play or engage in physical activity on a feature without risking injury or falling. Staff took into consideration the type of activities that would take place on or within a particular feature as well as the material comprising the surface when considering its condition. When assessing the condition of equipment used for physical activity, staff took into consideration age, functionality, wear and tear, damage such as dents or sharp edges, missing pieces, and rust. For example, if a playing surface was composed of concrete, staff assessed whether smooth concrete covered the entire surface and looked for cracks or uneven slabs in the concrete surface.

#### **Survey Results for Sports Features**

Across the ten parks surveyed in Matsu, there were a total of 27 features, of which 21 were rated as ok/good, 0 were rated as poor, and 6 were not rated.



Playgrounds were the most frequent features (6), followed by tennis courts (5), basketball courts (4), and pools (4). Playgrounds may be of particular interest to families with young children. In Matsu, 4 of the 6 playgrounds were rated ok/good while two were not rated. Two playgrounds had lighting. The following table (Table S.1.3) summarizes the number of each sports feature, the condition of the feature, and whether lighting was present for the feature across all 10 parks in Matsu.

Table S.1.3. Sports features across all 10 parks in Matsu

	Total	Condition	Number of		
Factore	number of	OK/Good	Poor	Not rated	features w/
Feature	the feature				Lighting
Field multiuse	1	1	0	0	0
Field football	0	0	0	0	0
Field baseball	3	3	0	0	0
Field soccer	2	2	0	0	0
Court basketball	4	4	0	0	0
Court tennis	5	2	0	3	0
Court volleyball	0	0	0	0	0
Court multiuse	0	0	0	0	0
Track	0	0	0	0	0
Pool	4	3	0	1	4
Playground	6	4	0	2	2
Skateboarding	2	2	0	0	0
Exercise Stations	0	0	0	0	0
Rock Climbing	0	0	0	0	0

#### Park Features and Amenities

Staff assessed each park for a specific list of features and amenities to determine if the feature or amenity was present and to rate the condition of the surface or feature.

When staff were unable to determine the condition of one or more features of a specific type (if more than one present), they rated the features of that type that were able to be rated. When any features of a specific type could not be rated due to construction/repairs or seasonal closure staff selected not rated.

### **Feature or Amenity Descriptions**

**Green Space**: This includes natural or landscaped space not specifically designated for physical activity

- Beaches: This includes natural or man-made beaches on the edge of water features such as lakes, rivers, and lagoons, as well as beaches at coastal parks.
- ➤ **Beaches Swimmable:** This includes any beach area with minimal shore break for a 3-5 year old to swim in.
- ➤ **Beaches Recreational:** This includes any beach with facilities for family picnics, barbecues, sports, water-sports, etc.
- ➤ **Beaches with Lifeguard:** This may be a swimmable beach, recreational beach, or both wherein lifeguards are present to monitor activities and to alert families of changing currents.
- ➤ Other Water Features: This includes natural or man-made bodies of water that may be present, including streams, creeks, rivers, ponds, lakes, lagoons, and in case of coastal parks, ocean.

- ➤ **Shelters**: This refers to a permanent structure with a roof to protect users from rain or sun. Walls are not required. Cloth or lattice canopies over picnic tables or exercise equipment and pergolas are not included.
- Picnic Tables, Shaded: This refers to a table top with benches, including outdoor lunch tables. Shade can be provided by tree or a structure.
- Picnic Tables, not Shaded: This refers to a table top with benches including outdoor lunch tables. These include tables without trees or a structure.
- ➤ **Benches**: Benches are structures designed to function as seating. These do not include picnic tables or retaining/supporting/landscaped walls whose primary function is not seating.
- > **Drinking Fountains**: These include freestanding or attached water dispensers intended for drinking.
- ➤ **Decorative Water Fountains**: These include ornamental structures from which jet(s) or stream(s) of water is issued and reflecting pools. Decorative fountains are not used for drinking or swimming.
- ➤ Trash Containers: These are receptacles for litter and refuse that can be made of metal, plastic, or paper/plastic bags. They may be stand-alone or attached to a building.
- ➢ Grills/Fire Pits: These are structures designed for cooking meats or other foods over open fire. A fire pit may be built directly into the ground or may be a wide and low metal container that holds coals or wood.
- Fence: Large areas of the park are enclosed by a fence.
- ➤ **Trails**: These include paved or unpaved pathways or footpaths for walking, biking, roller-skating, etc. Trails are distinct from running/walking tracks in that they tend not follow a strict oval shape, but will usually follow an irregular direction and cover a greater distance than a track.

# **Survey Results of Park Features and Amenities**

Among the 10 parks in Matsu, there were a total of 59 features and amenities, of which 43 were rated as ok/good and 16 were not rated. The most common features and amenities present were fences (10), green space (8) and benches (8). Table S.1.4 summarizes the total number and condition of each individual feature/amenity that was assessed.

Table S.1.4. Park features and amenities across all ten parks in Matsu

	Total	Condition of the Feature			
Feature	Number of the feature	OK/Good	Poor	Not rated	
Green Space	8	6	0	2	
Beach swim	1	0	0	1	
Beach recreational	1	0	0	1	
Beach lifeguard	0	0	0	0	
Waterpark	2	1	0	1	
Shelters	4	3	0	1	
Picnic Tables w/Shade	4	3	0	1	
Picnic Tables w/o Shade	7	6	0	1	
Benches	8	5	0	3	
Drinking fountain	1	0	0	1	
Décor fountain	0	0	0	0	
Trash bins	6	4	0	2	

Grills	5	4	0	1
Fence	10	9	0	1
Trails	2	2	0	0

#### **Incivilities**

Staff assessed each park for a list of incivilities and how much each was present. The term incivility is used to describe items in the environment that might discourage physical activity. These items are often signs of area deprivation or markers of blight. The following items in this section were used to assess the physical disorder of the park grounds environment.

- > Garbage/Litter: Includes paper, packaging, and other items of refuse not included in other categories below.
- > Broken Glass: Includes any types of broken glass, such as bottles, etc.
- ➤ **Graffiti/Tagging:** Refers to "unapproved" writing such as painted or drawn signs or symbols (e.g., gang insignia) on the building and/or exterior property. Do not include painted murals or public art.
- Evidence of Alcohol Use: This includes beer or other alcohol-related bottles, cans or caps littering the ground or in/around overflowing trash cans. The insides of trash cans were not checked for evidence of alcohol use.
- Evidence of Substance Abuse: This includes syringes, baggies, rolling papers, etc.
- > Sex Paraphernalia: This includes condoms, condom wrappers, or other contraceptive device/material, or visible pornographic reading material.
- Dog Refuse: There is dog refuse visible.
- > Dogs Unattended: There are dogs who wander the facility unsupervised.
- Vandalism: There are broken windows or other broken features.



Staff looked for incivilities throughout the park and assigned a score for each incivility type based upon the amount that was present across the park settings. The possible ratings were: none (0), a little (1), some (2), and 3 (a lot). For the community, the average rating for each item was used.

For the ten parks in Matsu, there was little evidence of the incivilities surveyed. (Mean= 0.08; sd =0.1). Across the ten parks, there was a little garbage, graffiti, and dog refuse, but no evidence of the other surveyed incivilities. (Table S.1.5).

Table S.1.5. Average Amount of Each Incivility across 10 parks in Matsu

Incivility Type	Amount
Garbage	A little
Broken glass	None
Graffiti/Tagging	A little
Evidence of Alcohol use	None
<b>Evidence of Substance Abuse</b>	None
Sex Paraphernalia	None
Dog Refuse	A little
Dogs Unattended	None
Vandalism	None

## The original form can be viewed at:

http://www.bridgingthegapresearch.org/\_asset/vnb0e7/BTGCOMP\_Park\_2012.pdf



#### Section 2. Assessment of Schools

Method: The tool used to assess schools is modified from the Bridging the Gap Program, University of Illinois at Chicago, School Observation Form (See APPENDIX for form used. Some amenities listed on the form were not surveyed at the Matsu schools.). The purpose of this survey is to improve our understanding of the availability and quality of physical activity features that are located on school grounds in CHL communities. A complete list of schools that were located within the community boundary, or on the periphery, and their locations was compiled for each community by local staff. Staff then assessed up to ten schools per community or assessed all of them when there were fewer than ten schools in a community. Staff were instructed to spend about 30 minutes walking through each school grounds to survey its accessibility, setting, amenities, sports fields (e.g., soccer, football, baseball), courts (e.g., tennis, basketball, volleyball), other features (e.g. track, pool, and playground) and incivilities.

**Eligible schools:** All school grounds were eligible for assessment. This includes schools sharing some sports features with an adjacent park.

#### School Setting, Parking, Sidewalks, and Amenities

Method: Upon entering the school, staff assessed some aspects of the school setting, parking and sidewalk features.

Observations on school setting included whether it was adjacent to a park. In Matsu 10 schools were surveyed. Among the 10, 7 had information on whether the school was adjacent to a park, and none of them were.

All 10 (100.0%) schools had on-site parking with overhead lighting, and 6 (60.0%) had bicycle parking. Seven (70.0%) schools had a sidewalk leading up to the entrance of the school, and all of these (70.0%) had overhead lighting.



Table S.2.1. School Setting (N=10 unless otherwise noted)

School Setting	Number	Percent
School Setting	Nullibel	reiceilt
Setting (n=7)		
Adjacent to a park	0	0.0%
Shares sports features with a park	0	0.0%
Parking		
Parking on-site available (not including street parking)	10	100.0%
Parking has lights	10	100.0%
Bicycle parking racks or cages available	6	60.0%
Sidewalk		
Sidewalks on street lead up to the entrance	7	70.0%
Sidewalks have lighting	7	70.0%

# **School Access and Barriers to Entry**

Staff assessed each school for signage limiting entry and any physical barriers around the perimeter of the school. Among the nine schools surveyed in Matsu for which information was available, seven (77.8%) had signage indicating the school name. Among all 10 schools, none had signage stating that public use of the school was limited to specific times (e.g. after school), none had signage indicating that the school was private or had restricted access at all times (e.g. no trespassing, school use only), and none had a locked fence or other physical barrier around the perimeter.

Table S.2.2. School Access and Barriers (N=10)

Access and barriers		
Signage indicates school name (n=9)	7	77.8%
Signage states public use of area is limited to specific times	0	0.0%
Signage states area is private or restricted access at all times	0	0.0%
Locked fence or other physical barrier around the perimeter prevents public access	0	0.0%

### **Sports Features**

Staff assessed each school for a specific list of sports features to determine the number of each feature present and whether such a feature had lighting or not. Staff also rated the condition of each feature. These features are the same as those included in the assessment of parks.

#### **Condition of the Feature**

Staff rated the condition and the presence of lighting for each feature item. The condition of a feature could be recorded as "poor", "okay/good", or "not rated". When there was more than one of a particular feature, each was evaluated for condition while the presence of lighting was assessed across all features. For example, if a school had 3 basketball courts and 2 were in okay condition, 1 was in poor condition, and 1 of them had lighting, then the staff would record the number of basketball courts as 3, 2 of which were rated okay/good, 1 was rated as poor, and that this school had lighting for this feature.

Feature condition was rated based on the feature's surface and related equipment, if any was available for the feature. Ultimately the feature condition rating was related to whether or not players could safely play or engage in physical activity on a feature without risking injury or falling. Staff took into consideration the type of activities that would take place on or within a particular feature as well as the material comprising the surface when considering its condition. When assessing the condition of equipment used for physical activity, staff took into consideration age, functionality, wear and tear, damage such as dents or sharp edges, missing pieces, and rust. For example, if a playing surface was composed of concrete, staff assessed whether smooth concrete covered the entire surface and looked for cracks or uneven slabs in the concrete surface.

### **Survey Results for Sports Features**

Across nine schools surveyed in Matsu, there were a total of 26 sports features, of which 5 were rated as ok/good, and 21 were not rated.

Basketball courts were the most frequent features (7), followed by playgrounds (5), multiuse fields (5), and soccer fields (3). Playgrounds may be of particular interest to families with young children. Among the 5 playgrounds in Matsu, 2 were rated ok/good while 3 were not rated. Four of the playground areas had lighting. The following table (Table S.2.3) summarizes the number of each sports feature, the condition of the feature, and whether lighting was present for the feature across all 9 schools in Matsu.

Table S.2.3. Sports features across all 9 schools in Matsu

	Total	Condition of the Feature			Number of
Feature	number of the feature	OK/Good	Poor	Not rated	features w/ Lighting
Field multiuse	5	1	0	4	1
Field football	2	0	0	2	2



Field baseball	1	0	0	1	0
Field soccer	3	0	0	3	2
Court basketball	7	1	0	6	3
Court tennis	0	0	0	0	0
Court volleyball	0	0	0	0	0
Court multiuse	0	0	0	0	0
Track	2	0	0	2	2
Pool	0	0	0	0	0
Playground	5	2	0	3	4
Skateboarding	1	1	0	0	1
Exercise Stations	0	0	0	0	0
Rock Climbing	0	0	0	0	0

#### **School Features and Amenities**

Method: Staff assessed each school for a specific list of features and amenities to determine if the feature or amenity was present and to rate the condition of the surface or feature. These features are the same as those included in the assessment of parks.

When staff were unable to determine the condition of one or more features of a specific type (if more than one present), they rated the features of that type that were able to be rated. When any features of a specific type could not be rated due to construction/repairs or seasonal closure staff selected not rated.



# **Survey Results of School Features and Amenities**

Among 9 schools in Matsu, there were a total of 25 features and amenities, of which 22 were rated as ok/good, and 3 were not rated. The most common features and amenities present were green spaces (8), trash bins (7), and fences (7). The following table (Table S.2.4.) summarizes the total number and condition of each feature/amenity assessed.

Table S.2.4. Features and amenities across all 9 schools in Matsu

	Total	Condition of the Feature			
Feature	Number of the feature	OK/Good	Poor	Not rated	
Green Space	8	7	0	1	
Beach swim	0	0	0	0	
Beach recreational	0	0	0	0	
Beach lifeguard	0	0	0	0	
Waterpark	0	0	0	0	
Shelters	0	0	0	0	
Picnic Tables w/Shade	0	0	0	0	
Picnic Tables w/o Shade	1	1	0	0	
Benches	1	1	0	0	
Drinking fountain	0	0	0	0	
Décor fountain	0	0	0	0	
Trash bins	7	5	0	2	
Grills	0	0	0	0	

Fence	7	7	0	0
Trails	1	1	0	0

#### **Incivilities**

Method: Staff assessed each school for a list of incivilities and how much each was present. The term incivility is used to describe items in the environment that might discourage physical activity. These items are often signs of area deprivation or markers of blight. The following items in this section were used to assess the physical disorder of the school grounds environment. These incivilities are the same as those included in the assessment of parks.

#### **Amount of Incivilities**

Staff looked for incivilities throughout the school and assigned a score for each of 9 incivility types based upon the amount that was present across the school settings. The possible ratings were: none (0), a little (1), some (2), and 3 (a lot). For the community, average rating for each of the item was used.

Among the nine schools in Matsu, there was evidence of a little garbage, and no evidence of any of the other incivilities surveyed. (Table S.2.5).

Table S.2.5. Average Amount of Each Incivility across 9 schools in Matsu

Amount
A little
None
None
None



<b>Evidence of Substance Abuse</b>	None
Sex Paraphernalia	None
Dog Refuse	None
Dogs Unattended	None
Vandalism	None

### The original form can be viewed at:

http://www.bridgingthegapresearch.org/asset/fv3642/BTGCOMP School 2012.pdf

### Section 3. Assessment of Physical Activity Facilities

Method: The tool used to assess physical activity (PA) facilities is modified from the Bridging the Gap Program, University of Illinois at Chicago, PA Facility Observation Form (See APPENDIX for form used). The purpose of this survey is to improve our understanding of the availability and quality of physical activity features that are located on PA facility grounds in CHL communities. A complete list of PA facilities that were located within the community boundary, or on the periphery, and their locations was compiled for each community by local staff. Staff then assessed up to ten PA facilities per community or assessed all of them when there were fewer than ten PA facilities in a community. Staff were instructed to spend about 30 minutes walking through each PA facility grounds to survey its setting, amenities, sports fields (e.g., soccer, football, baseball), courts (e.g., tennis, basketball, volleyball), other features (e.g. track, pool, and playground) and incivilities.

#### Eligible PA facilities:



Observations in PA facilities included for-profit and non-profit facilities. Examples of non-profit PA facilities are public community recreation centers, YMCA/YWCAs, and Boys and Girls Clubs (BGCs). For-profit PA facilities include gyms, health clubs, and other physical-activity related businesses that allow patrons to come in and use equipment or other facilities (e.g., courts, gymnasiums), usually for a recurring fee or membership schedule.

Ten facilities were assessed in Matsu.

### **PA facility Setting and Fees**

Upon entering the PA facility, staff assessed the presence of certain PA facility settings and fees.

Observations on PA facility setting included facility type, the presence of indoor and outdoor sports features, childcare and teen services, and types of fees. Among the 10 PA facilities, 3 (30.0%) were community recreation centers, and 7 (70.0%) were For-Profit PA facilities. Eight (80.0 %) had indoor sports features only, 1 (10.0%) had outdoor sports features only, and 1 (10.0%) had both indoor and outdoor sports features. Nine facilities had information on the availability of child care and teen services, and discounts for low income clients. Two (22.2%) of these had childcare available, none offered teen services, and 9 had discounts for low income clients. All ten (100.0%) of the surveyed facilities charged daily fees, and 4 (40.0%) offered discounts for youth. Table S.3.1 summarizes this information.

Table S.3.1. PA facility Setting (N=10 unless otherwise noted)

PA facility Setting	Number	Percent
Setting		
Community Recreation Center	3	30.0%



Boys and Girls Club	0	0.0%
Church Community Center	0	0.0%
YMCA/YWCA	0	0.0%
For-Profit PA Facility	7	70.0%
Other	0	0.0%
Sport feature location		
Indoor	8	80.0%
Outdoor	1	10.0%
Both Indoor and Outdoor	1	10.0%
Services		
Childcare (n=9)	2	22.2%
Teen activities (n=9)	0	0.0%
Fees		
Daily Fees	10	100.0%
Fee discount for low-income (n=9)	9	100.0%
Fee discount for youth	4	40.0%

## PA facility Parking, Sidewalks and Amenities

Staff assessed each PA facility for on-site parking, parking overhead lighting, bicycle parking, a sidewalk leading up to the entrance, and sidewalk overhead lighting. Among the ten PA facilities surveyed in Matsu, all 10 (100.0 %) had on-site parking, and 8 (80.0 %) had overhead lighting. Two (20.0 %) had bicycle parking. Five (50.0%) had a sidewalk leading up to the entrance, and 3 (30.0 %) had sidewalk lighting.



Observations on PA facility amenities included whether it had restrooms, showers, and beverage vending machines both inside and outside. Among the 10 PA facilities, all (100.0%) had restrooms inside. Seven (77.8 %) of nine with information available had showers, and 7 (70.0%) had beverage vending machines present inside. Information was not available on outdoor amenities for these sites in Matsu. Table S.3.2 summarizes parking and amenities information.

Table S.3.2. PA facility Amenities (N=10 unless otherwise noted)

Access and barriers		
Parking		
Parking on-site available (not including street parking)	10	100.0%
Parking has lights	8	80.0%
Bicycle parking racks or cages available	2	20.0%
Sidewalk		
Sidewalks on street lead up to the entrance	5	50.0%
Sidewalks have lighting	3	30.0%
Amenities		
Restrooms present inside	10	100.0%
Showers present inside (n=9)	7	77.8%
Beverage vending machines present inside	7	70.0%
Restrooms present inside or outside	10	100.0%
Showers present inside or outside (n=7)	7	100.0%

### **Sports Features**

Staff assessed each PA facility for a specific list of sports features indoors and outdoors to determine the number of each feature present, the condition of each feature, and, for outdoor features, whether lighting was present. Staff also rated the condition of each feature.

#### Condition of the Feature

Staff rated the condition for each feature item and, for outside features, the presence of lighting. The condition of a feature could be recorded as "poor", "okay/good", or "not rated". When there was more than one of a particular feature, each was evaluated for condition while the presence of lighting was assessed across all features. For example, if a PA facility had 3 basketball courts and 2 were in okay condition, 1 was in poor condition, and 1 of them had lighting, then the staff would record the number of basketball courts as 3, 2 of which were rated okay/good, 1 was rated as poor, and that this PA facility had lighting for this feature.

Feature condition was rated based on the feature's surface and related equipment, if any was available for the feature. Ultimately the feature condition rating was related to whether or not players could safely play or engage in physical activity on a feature without risking injury or falling. Staff took into consideration the type of activities that would take place on or within a particular feature as well as the material comprising the surface when considering its condition. When assessing the condition of equipment used for physical activity, staff took into consideration age, functionality, wear and tear, damage such as dents or sharp edges, missing pieces, and rust. For example, if a

playing surface was composed of concrete, staff assessed whether smooth concrete covered the entire surface and looked for cracks or uneven slabs in the concrete surface.

### **Survey Results for Indoor Sports Features**

Across the ten PA facilities surveyed in Matsu, there were a total of 34 indoor sports features, of which 32 were rated as ok/good and 2 were not rated.

Exercise machine areas were the most common feature (9), followed by multipurpose rooms (7), and basketball courts (6). The following table (Table S.3.3) summarizes the number of each sports feature and the condition of the feature across all 10 PA facilities in Matsu.

Table S.3.3. Indoor sports features across all 10 PA facilities in Matsu

·	Total	Condition of the Feature		
	number of	OK/Good	Poor	Not rated
Feature	the feature			
Catare	icataic			
Field soccer	1	1	0	0
Court basketball	6	6	0	0
Court tennis	0	0	0	0
Court volleyball	1	1	0	0
Court racquetball	2	2	0	0
Court multiuse	0	0	0	0
Multipurpose room	7	6	0	1
Exercise machine area	9	9	0	0
Gymnastics facilities	2	2	0	0
Running/ Walking track	2	2	0	0



Pool >3 feet deep	1	0	0	1
Skateboarding	2	2	0	0
Rock Climbing	1	1	0	0

# **Survey Results for Outdoor Sports Features**

Across the ten PA facilities surveyed in Matsu, there was only 1 outdoor sports feature, a soccer field. It was not rated, and did not have lighting.

The following table (Table S.3.4) summarizes the sports features that were included in the survey across all 10 PA facilities in Matsu.

Table S.3.4. Outdoor sports features across all 10 PA facilities in Matsu

Tubic 0:0:4: Outdoor ope	Total	Condition of the Feature Number				
	number of	OK/Good	Poor	Not rated	facilities	
Feature	the feature				w/ Lighting	
Field multiuse	0	0	0	0	0	
Field football	0	0	0	0	0	
Field baseball	0	0	0	0	0	
Field soccer	1	0	0	1	0	
Court basketball	0	0	0	0	0	
Court tennis	0	0	0	0	0	
Court volleyball	0	0	0	0	0	
Court multiuse	0	0	0	0	0	
Running/walking track	0	0	0	0	0	
Pool <3 feet deep	0	0	0	0	0	



Pool wading	0	0	0	0	0
Playground	0	0	0	0	0
Skateboarding	0	0	0	0	0
Exercise Stations	0	0	0	0	0
Rock Climbing	0	0	0	0	0

### **PA facility Amenities**

Method: Staff assessed each PA facility for a specific list of amenities to determine if the amenity was present and to rate the condition of the item.

When staff were unable to determine the condition of one or more features of a specific type (if more than one present), they rated the features of that type that were able to be rated. When any features of a specific type could not be rated due to construction/repairs or seasonal closure, staff selected not rated.

Among the 10 PA facilities in Matsu, there were a total of 9 amenities. All 9 were indoor drinking fountains, 7 of which were rated as ok/good, and 2 of which were not rated. Table S.3.5 summarizes the total number and condition of each feature/amenity assessed.

Table S.3.5. Amenities across all 10 PA facilities in Matsu

	Total	Condition of the Feature				
Feature	Number of the feature	OK/Good	Poor	Not rated		
Drinking fountain indoor	9	7	0	2		
Drinking fountain outdoor	0	0	0	0		



Trash container	0	0	0	0
Benches	0	0	0	0

#### **Incivilities**

Method: Staff assessed each PA facility for a list of incivilities and how much each was present. The term incivility is used to describe items in the environment that might discourage physical activity. These items are often signs of area deprivation or markers of blight.

These incivilities are the same as those included in the assessment of parks. Staff looked for incivilities throughout the PA facility and assigned a score for each of 9 incivility types based upon the amount that was present across the PA facility ground. The possible ratings were: none (0), a little (1), some (2), and 3 (a lot). For the community, an average rating for each item was used.

Across the ten PA facilities in Matsu, there was no evidence of any of the surveyed incivilities. Table S.3.6 shows the incivilities that were assessed.

Table S.3.6. Average Amount of Each Incivility across 10 PA facilities in Matsu

Incivility Type	Amount
Garbage	None
Broken glass	None
Graffiti/Tagging	None
Evidence of Alcohol use	None
<b>Evidence of Substance Abuse</b>	None
Sex Paraphernalia	None



Dog Refuse	None
<b>Dogs Unattended</b>	None
Vandalism	None

### The original form can be viewed at:

http://www.bridgingthegapresearch.org/\_asset/2npq33/BTGCOMP\_PA\_2012.pdf

#### Section 4. Assessment of Fast Food Outlets

Method: The tool used by CHL to assess fast food outlets (FFO) is modified from the Bridging the Gap Program (BTG), University of Illinois at Chicago. The BTG-COMP Fast Food Observation Form was designed to assess a variety of attributes in the fast food outlet environment, including advertising and marketing, availability of nutritional information and healthy options, availability and pricing of specific food and beverage items, as well as other characteristics of the facility. (See APPENDIX for CHL form used.) The purpose of this data collection is to characterize the away-from-home food environment, with a focus on fast-food outlets and pizzerias, which are often popular destinations for youth.

#### **Eligible Fast Food Outlets:**

Any national and regional fast food chains or franchises and independent fast food outlets that were located within Matsu were eligible. Fast food outlets are most often characterized by the fact that customers order and pay at the counter prior to eating. Data collection was also conducted in pizzerias, which may have table service. Specialty snack/drink shops where 50% or more of the menu items are a snack or drink item (e.g. Dunkin' Donuts, Starbucks, Baskin Robbins, Auntie Anne's Pretzels, Tropical



Smoothie Café), buffets, and "take & bake" pizza places (e.g. Papa Murphy's, Homemade Pizza Co.) were excluded.

Ten fast food outlets in the Matsu area were surveyed.

### **Outlet Type and Shared Space**

Upon entering the outlet, staff assessed the outlet type according to the main cuisine or type of food/beverages on the menu board and whether it shared space with another business.

The outlet type was selected from a list, or other could be selected. Among the Matsu outlets surveyed, 5 (50.0%) were Burger and Fries outlets, 2 (20.0%) were Sandwich or Sub shops, 1 (10.0%) was a Mexican/Latin American outlet, 1 (10.0%) was a Pizzeria/Italian outlet and 1 (10.0%) was 'Other' (a coffee shop).

Each outlet was assessed for whether it had its own building /exterior or whether it shared spaced with a food court, grocery store, gas station, or other restaurant. Among the 10 Matsu outlets, 3 (30.0%) shared space with a food court. None shared space with a grocery store, gas station, or another restaurant. Table S.4.1 summarizes this information.

Table S.4.1. Outlet Type and Shared Space (N=10)

Outlet Setting	Number	Percent
Outlet Type		
Burger and Fries	5	50.0%
Mexican/Latin American	1	10.0%
Fried Chicken/Fried Fish	0	0.0%

Outlet Setting	Number	Percent
Sandwich or Sub Shop	2	20.0%
Sandwich/Pastry	0	0.0%
Pizzeria/Italian	1	10.0%
Plate Lunch/Lunch Truck	0	0.0%
Chinese/Pan-Asian	0	0.0%
Other, SPECIFY: Coffee Shop, Ready Made Short Order	1	10.0%
Shared Space		
Food Court	3	30.0%
Grocery Store	0	0.0%
Gas Station	0	0.0%
Other Restaurant	0	0.0%

## **Outlet Parking, Sidewalks, and Exterior Amenities**

Staff assessed each outlet for certain amenities such as on-site parking, bicycle parking, parking overhead lighting, sidewalks, and sidewalk overhead lighting.

Among the 10 fast food outlets surveyed in Matsu, 7 (70.0%) had on-site parking, all with overhead lighting, and none had bicycle parking. Seven (70.0%) had a sidewalk leading up to the entrance, and all of these had sidewalk lighting.

Observations on outlet amenities included whether it had outdoor seating, bars on the windows, an exterior play area, an indoor play area visible from the outside, and a drive-through window. Among the 10 fast food outlets in Matsu, 1 (10.0%) had outdoor seating, 1 (10.0%) had an indoor play area visible from the outside, and 5 (50.0%) had



drive-thru windows. None had bars on the windows, and none had an exterior play area. This information is summarized in Table S.4.2.

Table S.4.2. Parking, Sidewalks, and Exterior Amenities (N=10)

Exterior Feature	Number	Percent
Exterior readure	Number	rercent
Parking		
Parking on-site available (not including street parking)	7	70.0%
Parking has lights	7	70.0%
Bicycle parking racks or cages available	0	0.0%
Sidewalk		
Sidewalks on street lead up to the entrance	7	70.0%
Sidewalks have lighting	7	70.0%
Outdoor seating	1	10.0%
Bars on windows	0	0.0%
Exterior play area	0	0.0%
Indoor play area visible from outside	1	10.0%
Drive through window	5	50.0%

Staff also assessed the number of external walls visible from the street and the level of graffiti and garbage that was present. Among the 10 fast food restaurants in Matsu, 2 (20.0%) had two visible walls, 2 (20.0%) had three visible walls, and 6 (60.0%) had four visible walls. This question was intended to give a sense of the size/layout of the restaurant property and the number of sides on which advertisements can be placed.

Staff rated each fast food outlet as having none, a little, some, or a lot of graffiti and garbage. Among the Matsu outlets, 8 (80.0%) had no graffiti present and 2 (20.0%) had a little graffiti. One (10.0%) had a little bit of garbage, and the remaining 9 (90.0%) had none. This information is summarized in Table S.4.3.

Table S.4.3. Exterior (N=10)

Exterior Feature	Number	Percent
Walls visible from street		
0	0	0.0%
1	0	0.0%
2	2	20.0%
3	2	20.0%
4	6	60.0%
Graffiti		
None	8	80.0%
A little	2	20.0%
Some	0	0.0%
A lot	0	0.0%
Garbage		
None	9	90.0%
A little	1	10.0%
Some	0	0.0%
A lot	0	0.0%

### **Exterior Marketing**

Staff assessed food and beverage advertisements on the building exterior and property, child-targeted marketing on the exterior, and other ad themes.

### Ads on the Building Exterior or Property

The number of advertisements at least 8½ x 11 inches in size that were posted on the building exterior and restaurant property was recorded. To be counted, ads must have been visible from the parking lot(s) and/or from the street(s) bordering the restaurant. Ads which could be considered a price promotion, food ad, beverage ad, or soda ad were separately tallied.

- Exterior ads: included those that are on the walls, doors, windows or roof of the building and visible from the parking lot(s) or street(s) bordering the restaurant.
- Property ads: include those that are not posted on the building, but are in some
  other place on the restaurant property such as on a fence, light post, pole,
  garbage can, parking barrier, play area, or other place. Again, these must be
  visible from the parking lot(s) or street(s) bordering the restaurant.
- Price promotion ads have a price specified or the presence of any of the following word(s): "price," "sale," "deal," "save," "discount," or "value." It also includes any ad promoting a multi- item discount like "Buy one, get one free," "free with purchase," "try one free" or related language. It may or may not also have included a food or beverage.
- Food ads have an image of and/or a name/description for a food item(s). It may
  or may not also have included a beverage.
- Beverage ads have an image of and/or a name/description for a beverage item(s). This could include, for example, soda, coffee drinks, tea, milkshakes, smoothies, juice, water and other beverages.



Soda ads: have an image of and/or a name/description for a soda. This can
include bottled or canned soft drinks, as well as fountain drinks.

Among the 10 Matsu fast food outlets, there were a total of 26 ads, 7 ads for price promotion, 24 food ads, 4 beverage ads, and no soda ads. The mean and standard deviation (sd) for the number of ads on the building exterior of fast food outlets in Matsu is 2.6 (sd=2.4, min=0, max=6). The mean number of ads for a price promotion is 0.7 (sd=1.2, min=0, max=3). The mean number of ads for food is 2.4 (sd=2.3, min=0, max=6). The mean number of ads for beverages is 0.4 (sd=1.3, min=0, max=4). Table S.4.4 summarizes this information. The presence of specific types of ads at each outlet is presented in table S.4.5. The type of ad most commonly observed at FFOs in Matsu was a food ad (n=6, 60.0%), followed by a price promo ad (n=3, 30.0%), and a beverage ad (n=1, 10.0%).

Among the 10 fast food outlets in Matsu, none of the outlets had ads on the property other than those on the building exterior.

Table S.4.4. Summary of Price Promotion, Food, Beverage, or Soda Ads on the Building Exterior or Property across Fast Food Outlets in Matsu

		<u> </u>				
		Type of Ad				
Location	# surveyed	Total	Price Promo	Food Ad	Beverage Ad	Soda Ad
Exterior	10	26	7	24	4	0
Property	10	0	0	0	0	0

#### Other Ads on the Exterior

Staff also assessed the presence of ads on the outlet's exterior that included a dollar menu promotion, health claim, cartoon character(s), a celebrity, kids' meal toy, or other



child-directed marketing. Any one ad can be coded as having one or more of the characteristics described above. For example, the same ad could feature both cartoon characters and the kids' meal toy.

All 10 fast food restaurants in Matsu had this information. Among them, only 1 (10.0%) had a dollar menu ad, and 1 (10.0%) had a cartoon ad. None had celebrity ads, health ads, kids' meal toy ads, or other child-directed marketing. Table S.4.5 summarizes this information.

Table S.4.5. Presence of Ads by Type (N=10)

Type of Ad	Number	Percent
External		
Price Promo	3	30.0%
Food Ad	6	60.0%
Beverage Ad	1	10.0%
Soda Ad	0	0.0%
Property		
Price Promo	0	0.0%
Food Ad	0	0.0%
Beverage Ad	0	0.0%
Soda Ad	0	0.0%
Dollar menu	1	10.0%
Health claim	0	0.0%

Type of Ad	Number	Percent
Cartoon character(s)	1	10.0%
TV/ movie star/sports start/youth celebrity	0	0.0%
Kids' meal toy	0	0.0%
Other child-targeted marketing	0	0.0%

#### **Counter Service and Restaurant Interior**

Staff assessed items describing the type of service offered within the establishment, characteristics of the checkout area, characteristics of the restaurant interior, and availability of self-service beverages and a salad bar.

None of the fast food outlets in Matsu were a drive-in only restaurant, and all were assessed for restaurant interior characteristics. In all 10 outlets, food was ordered, picked up and paid for at the counter. Staff counted the number of cash registers inside the restaurant. Three (30.0%) of the outlets had one register, 4 (40.0%) had two registers, and 3 (30.0%) had four. None of the outlets had a glass or Plexiglas divider between customers and a cash register in the restaurant interior.

Regarding other interior characteristics, 8 (80.0%) of the fast food outlets had indoor seating. Information on availability of restrooms for customers was available for 8 of the outlets, and 7 (87.5%) of these had restrooms available. Three (30.0%) had a toy display, and in all three cases this display was 3 and a half feet or less from the ground (at eye level of children). Regarding specific food and beverage items, 5 (50.0%) outlets had sweets such as cookies and candy, near the cash register, 7 (70.0%) had self-



serve fountain drinks, 1 (10.0%) had free water, and none had self-serve salads. Two (20.0%) of the sites had interior play areas.

Table S.4.6 Counter Service and Restaurant Interior (N=10 unless otherwise noted)

Restaurant Feature	Number	Percent
Drive-in only	0	0.0%
Counter Service		
Ordering food	10	100.0%
Picking up food	10	100.0%
Paying for food	10	100.0%
Interior Register Count		
1 register	3	30.0%
2 registers	4	40.0%
3 registers	3	30.0%
Divider between customer and cash register	0	0.0%
Indoor Seats	8	80.0%
Restrooms (n=8)	7	87.5%
Indoor displays for kids' meal toys		

Restaurant Feature	Number	Percent
Any ad or display	3	30.0%
Toy display 3½ feet or less from the ground	3	30.0%
Sweet snacks near counter	5	50.0%
Self-serve fountain drinks	7	70.0%
Free water	1	10.0%
Self-serve salad	0	0.0%
Interior Play Area	2	20.0%

# General Menu: Dollar Menu Items, Combo Meals, Salad, Fruits and Vegetables, and Signs for Health Options

Staff assessed the availability of a dollar menu and specific items on it, combo meals, salads and other fruit and vegetable sides. Signage for "healthy" items on the menu was also assessed.

Among the 10 fast food outlets in Matsu, 3 (30.0%) had a dollar menu, with fruit, dessert, a drink, fries, and entrée each on the dollar menu. Eight outlets had information on the availability of a combo meal, and 6 (75.0%) of these offered one. Six (60.0%) outlets offered a salad as an entrée and, 6 (60.0%) offered a low fat salad dressing.

Staff tallied the number of side items on the menu that were vegetables, fresh fruit, or other fruit besides fresh fruit. Staff looked for the availability of any side salad(s) or other vegetable(s) listed on the menu as a "side" or "extra" and assessed whether it met



the criteria of being <u>non-fried</u> and <u>not having added fat</u>. Vegetables that were part of a main dish were also not counted. Staffed looked for the availability of any fresh fruit listed on the menu as a "side" or "extra." Beverages such as juice or smoothies were not counted. Staff also looked for the availability of canned, dried, or other processed (not fresh) fruit options listed on the menu as a "side" or "extra."

Among the 10 fast food outlets in Matsu, 2 (20.0%) offered 1-2 vegetables items, 5 (50.0%) offered 1-2 fresh fruit items, and 3 (30.0%) offered other fruit options.

Staff looked for signage indicating food as low calorie, low fat, low sodium, or healthy. Among the 10 outlets in Matsu, none had signage highlighting any of these qualities. None of these fast food outlets had liquor on the menu. This information is summarized in Table S.4.7.

Table S.4.7 General Menu Items (N=10 unless otherwise noted)

Menu Feature	Number	Percent
Dollar Menu	3	30.0%
Fruit on Dollar Menu	3	30.0%
Dessert on Dollar Menu	3	30.0%
Drink on Dollar Menu	3	30.0%
Fries on Dollar Menu	3	30.0%
Entrée on Dollar Menu	3	30.0%
Combo meal (n=8)	6	75.0%

Menu Feature	Number	Percent
Salad as an entrée	6	60.0%
Low-fat salad dressing	6	60.0%
Vegetable Items Count		
none	8	80.0%
1-2	2	20.0 %
2-4	0	0.0%
5 or more	0	0.0%
Fruit Items Count		
none	5	50.0%
1-2	5	50.0%
2-4	0	0.0%
Other Fruit Items	3	30.0%
Signage on the menu		
Low calorie	0	0.0%
Low fat	0	0.0%
Low sodium	0	0.0%



Menu Feature	Number	Percent
Healthy	0	0.0%
Liquor	0	0.0%

## **Beverage Item Assessment**

Staff assessed the posted menu board for the availability and price of specific beverage items--such as soda, juice, milk, water, coffee, and shakes--commonly found in fast food establishments. The most commonly available drinks among the 10 Matsu outlets were fountain drinks, bottled water and 100% juices. This information is presented in Table S.4.8.

Table S.4.8 Beverage Items (N=10 unless otherwise noted)

Beverage	Number	Percent
Fountain drink	8	80.0%
Packaged soda	2	20.0%
100% Juice	7	70.0%
Milk, skim or 1% fat (unflavored)	6	60.0%
Milk, whole/Vit D or 2% fat (unflavored)	1	10.0%
Bottled Water	7	70.0%
Flavored Coffee Drinks (hot or iced)	3	30.0%

Beverage	Number	Percent
Shakes or Malts	6	60.0%
Flavored Milk (e.g., chocolate, strawberry) (n=4)	3	30.0%

### **Food Item Assessment**

Staff assessed the posted menu board for the availability and price for specific food items commonly found in fast food establishments and pizzerias. Among the 10 fast food outlets in Matsu, the most commonly available food item from the list of specific foods was French fries (n=6, 60.0%) followed by cheeseburger (n=5, 50.0%) and entrée salad (n=4, 40.0%). This information is presented in Table S.4.9.

Table S.4.9 Food Items (N=10)

Food	Number	Percent
French fries	6	60.0%
Cheeseburger	5	50.0%
Chicken Sandwich, with roasted or grilled chicken	2	20.0%
Entrée salad, with roasted or grilled chicken	4	40.0%
Fried chicken – legs, drumstick, and thigh	2	20.0%
Cheese pizza, thin crust	1	10.0%
Taco with ground beef	1	10.0%

Food	Number	Percent
Sub sandwich, with turkey and cheese	1	10.0%

#### Children's Menu Assessment

Staff assessed each outlet for items that were available and promoted to children (usually ages 12 and under), via the establishment's kids' meal or kids' menu. Staff looked for healthy beverage and food options and asked for these items when they were not posted on the menu board. Staff also assessed the availability of toys.

Among the 10 fast food outlets in Matsu, 8 (80.0%) had a kids' menu or meal available. Seven (70.0%) outlets had an unflavored skim/1% milk, 100% juice, or bottled water option on the board and when asked. Seven outlets had a fruit, vegetable (only non-fried vegetables w/o added fat), salad or yogurt option on the board and when asked. Two outlets offered a free toy with the kids' meal, and one of these also offered a toy for an additional charge. This information is summarized in Table S.4.10.

Table S.4.10 Children's Menu (N=10 unless otherwise noted)

Menu feature	Number	Percent
Kids' menu or meal	8	80.0%
Unflavored skim/1% milk, 100% juice, or bottled water (listed or shown on board)	7	70.0%
Unflavored skim/1% milk, 100% juice, or bottled water (available when asked) (n=4)	1	25.0%



Fruit, vegetable (only non-fried vegetables w/o added fat), salad or yogurt (listed or shown on board)	7	70.0%
Fruit, vegetable (only non-fried vegetables w/o added fat), salad or yogurt (available when asked)(n=3)	0	0.0%
Free toy with kids' meal	2	20.0%
Toy for additional charge	1	10.0%

## The original form can be viewed at:

http://www.bridgingthegapresearch.org/\_asset/2npq33/BTGCOMP\_PA\_2012.pdf

## **Appendix: CHL Adapted Forms**

- CHL Park Observation Form
- CHL School Observation Form
- CHL PA Facility Observation Form
- Fast Food Observation Form



BTG-COMP • PARK OBSERVATION Ammended for CHL	FORI	M •	Children's Healthy Living Program			
JURISDICTION:				COMPLETION CODE	1	
COMMUNITY:			COMPLETED	0.4015T50	. 12	01
DARK ID				OMPLETED – CODE DISPOSITION	1 10	02
PARK ID:				O – CODE DISPOSITION	_	03
PARK NAME:			NOT ELIGIBLE	E – CODE DISPOSITION		96
CEOCO ADUIC COODDIAIATES				DISPOSITION CODE		3
GEOGRAPHIC COORDINATES:			Temporarily	not accessible	[	1
ADDRESS:			Not safe			2
			Asked to leav	re	٦	3
DATE20 STAFF 1 STAI	FF2		Address not t	975(7)(675(1))	. 88	<b>1</b> 5
				et study criteria – DESCRIBE IN <b>NO</b>		7
START TIME:				closed / Does not exist	- 85	8
☐ PM		□ РМ	Other (SPECIA	FY):	-	6
A. SETTING	: DAI	DVIN	C AND AR	AFNUTUFC		
3 10 1 10 10 10 10	, ra	KKIIN		W. W. Acc		
A1. Setting	, ra	KKIN	A3. Does th	e park have?	NO D.o.	YES
A1. Setting a. What type of setting is this?	, FA	KKIN	A3. Does th	e park have? ne Signage	۵o	П1
A1. Setting	, , ,	•	A3. Does th	e park have? ne Signage r/Port-o-lets		
A1. Setting a. What type of setting is this? Public Park	□ o	<b> 1</b>	A3. Does th  a. Closing Tin b. Restrooms c. Showers/L	e park have? ne Signage r/Port-o-lets	□ o	□ 1 □ 1
A1. Setting  a. What type of setting is this?  Public Park Other, SPECIFY:  b. Is the park adjacent to a school?		□ 1 □ 8	A3. Does th  a. Closing Tin b. Restrooms c. Showers/L	e park have? ne Signage :/Port-o-lets ocker Rooms		1 1 1
A1. Setting  a. What type of setting is this?  Public Park Other, SPECIFY: b. Is the park adjacent to a school?  IF NO, SKIP TO A2  IF YES RECORD NAME of School:	<b>0</b> 0		a. Closing Timb. Restroomsc. Showers/Ld. Beverage V	ne Signage  //Port-o-lets ocker Rooms  /ending Machines  1.Plain Bottled Water 2.100% Juice		
A1. Setting  a. What type of setting is this?  Public Park  Other, SPECIFY:  b. Is the park adjacent to a school?  IFNO, SKIP TO A2		□ 1 □ 8	a. Closing Tin b. Restrooms c. Showers/L d. Beverage V	e park have?  ne Signage  :/Port-o-lets ocker Rooms  /ending Machines  1.Plain Bottled Water 2. 100% Juice 3. Regular Soda		
A1. Setting  a. What type of setting is this?  Public Park Other, SPECIFY: b. Is the park adjacent to a school?  IF NO, SKIP TO A2  IF Yes RECORD NAME of School: b1. Do park and school share sports features?  A2. Does the park have?	□ 0 □ 0 NO	1 8 1 1 YES	a. Closing Timb. Restroomsc. Showers/Ld. Beverage V	ne Signage  //Port-o-lets ocker Rooms  /ending Machines  1.Plain Bottled Water 2.100% Juice		
A1. Setting  a. What type of setting is this?  Public Park  Other, SPECIFY:  b. Is the park adjacent to a school?  IF NO, SKIP TO A2  IF Yes RECORD NAME of School:  b1. Do park and school share sports features?	□ o		a. Closing Timb. Restroomsc. Showers/Ld. Beverage V	e park have?  ne Signage  :/Port-o-lets ocker Rooms  /ending Machines  1.Plain Bottled Water 2. 100% Juice 3. Regular Soda	0 0 0 0 0 0 0	
A1. Setting  a. What type of setting is this?  Public Park Other, SPECIFY: b. Is the park adjacent to a school?  IF NO, SKIP TO A2  IF Yes RECORD NAME of School: b1. Do park and school share sports features?  A2. Does the park have?	□ 0 □ 0 NO	1 8 1 1 YES	A3. Does th  a. Closing Tim  b. Restrooms  c. Showers/L  d. Beverage V  IF A3d=0, SKIP 1-5  A4. Is there	ne Signage //Port-o-lets ocker Rooms //ending Machines  1.Plain Bottled Water 2. 100% Juice 3. Regular Soda 4. Diet Soda 5. Other Sweetened Beverages an entrance fee?		
A1. Setting  a. What type of setting is this?  Public Park Other, SPECIFY:  b. Is the park adjacent to a school?  IF NO, SKIP TO A2  IF YES RECORD NAME of School:  b1. Do park and school share sports features?  A2. Does the park have?  a. Parking On-Site	□ 0 NO □ 0		A3. Does th  a. Closing Tim  b. Restrooms  c. Showers/L  d. Beverage V  IF A3d=0, SKIP 1-5  A4. Is there	re park have?  The Signage  Typort-o-lets		
A1. Setting  a. What type of setting is this?  Public Park Other, SPECIFY:  b. Is the park adjacent to a school? IF Yes RECORD NAME of School:  b1. Do park and school share sports features?  A2. Does the park have?  a. Parking On-Site  1. Lighted Parking (IF A20=0, LEAVE BLANK)	□ 0 NO □ 0 □ 0	1   8   1   1   YES   1   1   1	A3. Does th  a. Closing Tim  b. Restrooms c. Showers/L  d. Beverage \( \)  IF A3d=0,  SKIP 1-5   A4. Is there  A5. Access sentry  a. Signage income.	ne Signage I/Port-o-lets Ocker Rooms I.Plain Bottled Water 2. 100% Juice 3. Regular Soda 4. Diet Soda 5. Other Sweetened Beverages an entrance fee? Signage and barriers to		
A1. Setting  a. What type of setting is this?  Public Park Other, SPECIFY:  b. Is the park adjacent to a school?  IFNO, SKIP TO A2  IF YES RECORD NAME of School:  b1. Do park and school share sports features?  A2. Does the park have?  a. Parking On-Site  1. Lighted Parking (IFA2a=0, LEAVE BLANK)  b. Sidewalk on street leading to entrance	0 0 NO 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		A3. Does th  a. Closing Tim  b. Restrooms c. Showers/L  d. Beverage \( \)  IF A3d=0,  SKIP 1-5   A4. Is there  A5. Access sentry  a. Signage inc  b. Signage sta	ne Signage I/Port-o-lets Ocker Rooms I.Plain Bottled Water 2. 100% Juice 3. Regular Soda 4. Diet Soda 5. Other Sweetened Beverages an entrance fee?	0   0   0   0   0   0   0   0   0   0	1   1   1   1   1   1   1   1   1   1
A1. Setting  a. What type of setting is this?  Public Park Other, SPECIFY: b. Is the park adjacent to a school?  IF Yes RECORD NAME of School: b1. Do park and school share sports features?  A2. Does the park have? a. Parking On-Site  1. Lighted Parking (IF A2a=0, LEAVE BLANK) b. Sidewalk on street leading to entrance  1. Sidewalk Lighting (IF A2b=0, LEAVE BLANK)	0 0 NO 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		A3. Does th  a. Closing Tim  b. Restrooms c. Showers/L  d. Beverage V  IF A3d=0, SKIP 1-5  A4. Is there  A5. Access sentry  a. Signage ind b. Signage stalimited to spece. C. Signage starestricted accepts accepts accepts accepts accepts and the specees accepts accepted accepts accepts accepted accepts accepted accepts accepted accepts accepted accepts accepted acce	ne Signage I/Port-o-lets ocker Rooms I.Plain Bottled Water 2. 100% Juice 3. Regular Soda 4. Diet Soda 5. Other Sweetened Beverages an entrance fee? Signage and barriers to dicates park/school name ates public use of area is	0	1



		В	. SPOR	TS FEA	TURES				
	MARK "X" l	IN BOX IF	NO SPOF	RTS FEAT	URES AI	ID SKIP S	SECTION I	В	
FOR EACH FEATURE BELOW, COMPLETE ITEM B1	B1. Hov	B1. How Many?		B2. Condition of Feature – How many in each?			Does th	33. e Feature ighting?	
IF B1 TOTAL >0, CODE B2 AND B3	TALLY	TOTAL	1. P	OOR TOTAL	2. OK/	GOOD TOTAL	COULD NOT RATE	NO	YES
a. Field, Multi-use								<b>0</b>	<b>□</b> 1
b. Field, Football								٥	<b>1</b>
c. Field, Baseball								<b></b> 0	<b>1</b>
d. Field, Soccer				ш				<b>0</b> 0	<b>1</b>
e. Court, Basketball		سا						□ o	<b>1</b>
f. Court, Tennis		لبا		Ĺ				0 0	<b>1</b>
g. Court, Volleyball				]				□ o	<b>1</b>
i. Court, Multi-use				]		]		<b>□</b> 0	<b>1</b>
m. Running/Walking Track		سا						<b>□</b> o	<b>1</b>
n. Pool (> 3ft deep)	· ·							<b>0</b> 0	<b>1</b>
o. Wading Pool/Spray Grounds								<b></b> 0	<b>1</b>
p. Playground Area								<b></b> 0	<b>1</b>
q. Skateboarding Facilities		سا						<b>0</b> 0	<b>1</b>
FOR EACH FEATURE, COMPLETE B1	T-1	s Feature esent?		B2. C	ondition	of Featu	ıre	Fea	Does the ture have ighting?

FOR EACH FEATURE, COMPLETE B1		eature ent?	B2. Condition of Feature			Featur	es the e have ting?
IF B1=1, CODE B2 AND B3	NO	YES	POOR	OK/GOOD	COULD NOT RATE	NO	YES
r. Exercise Stations with signage	٥	<b>1</b>	<b>1</b>	<b>2</b> 2		<b>0</b>	<b>1</b>
s. Exercise Stations without signage	0	<b>1</b>	<b>1</b>	<b></b> 2		<b>0</b> 0	<b>1</b>
t. Rock Climbing Wall	<b>0</b>	<b>1</b>	<b>1</b>	<b>2</b> 2		<b>0</b>	<b>1</b>
NOTES							

C. PARK	( FEATURES	S AND AME	NITIES			
FOR EACH FEATURE, COMPLETE C1	C1. Is Featu	re Present?	C2. Condition of Surface or Feature			
IF C1=1, CODE C2	NO	YES	POOR	OK/GOOD	COULD NOT RATE	
a. Green Space	<b></b> 0	<b>Q</b> 1	<b>1</b>	<b></b> 2		
b. Beaches, Swimmable	<b>□</b> 0	<b>□</b> 1	<b>1</b>	<b>□</b> 2		
c. Beaches, Recreational	<b>□</b> o	<b>1</b>	<b>□</b> 1	<b>□</b> 2		
d. Beaches, with Lifeguard	<b>□</b> o	<b>1</b>	<b>1</b>	<b>2</b>		
e. Other Water Features	<b>□</b> o	<b>1</b>	<b>1</b>	<b>□</b> 2		
f. Shelters	<b>0</b> 0	<b>1</b>	<b>1</b>	<b></b> 2		
g. Picnic Tables Shaded	□ o	<b>1</b>	<b>1</b>	<b>2</b>		
h. Picnic Tables Not shaded	□ o	<b>Q</b> 1	<b>1</b>	<b>2</b> 2		
i. Benches	<b>□</b> 0	<b>Q</b> 1	<b>1</b>	<b>□</b> 2		
j. Drinking Fountains	□ o	<b>1</b>	<b>1</b>	<b>2</b>		
k. Decorative Water Fountains	□ o	<b>1</b>	<b>1</b>	<b>2</b>		
I. Trash Containers	<b>□</b> o	<b>1</b>	<b>□</b> 1	<b>□</b> 2		
m. Grills/Fire Pits	<b>□</b> 0	<b>1</b>	<b>1</b>	<b>□</b> 2		
n. Fence	□ o	<b>1</b>	<b>□</b> 1	<b>2</b>		
o. Trails IF NO TRAILS, SKIP 1 AND 2 BELOW	٥	<b>1</b>	<b>1</b>	<b>□</b> 2		
1. Two-way Traffic on Trails?	0	<b>1</b>				
2. Surface Material on Trails? CODE ON	LY 1	NOTES				
Asphalt/Concrete	<b>1</b>					
Wood Chips/Mulch	<b></b> 2					
Gravel	<b></b> 3					
Dirt	<b>4</b>					
More than 1 material	<b></b> 5					

	D. INC	IVILITIES		
D1. How much of is on the park property?	NONE	A LITTLE	SOME	A LOT
a. Garbage/Litter	<b>Q</b> 0	<b>1</b>	<b></b> 2	<b></b> 3
b. Broken Glass	٥	<b>1</b>	<b>□</b> 2	<b>3</b>
c. Graffiti/Tagging	Пo	<b>□</b> 1	<b>□</b> 2	<b>□</b> 3
d. Evidence of Alcohol Use	□ 0	<b>1</b>	<b>□</b> 2	<b>3</b>
e. Evidence of Substance Abuse	٥	<b>1</b>	<b>□</b> 2	<b>3</b>
f. Sex Paraphernalia	٥	<b>1</b>	<b>□</b> 2	<b>3</b>
g. Dog Refuse	٥	<b>□</b> 1	□ 2	<b>□</b> 3
h. Dogs Unattended	٥	<b>1</b>	<b>□</b> 2	<b>3</b>
i. Vandalism	٥	<b>1</b>	<b>□</b> 2	<b>3</b>

BTG-COMP • SCHOOL OBSERVATION Ammended for CHL	N FOI	RM =		Children's Healt Living Program	hy	
JURISDICTION:				COMPLETION CODE		
COMMUNITY:			COMPLETED			<b>1</b> 01
COMMONTY.			PARTIALLY CO	OMPLETED – CODE DISPOSITION		02
SCHOOL ID:			NOT STARTED	O – CODE DISPOSITION	] [	03
SCHOOL NAME:			NOT ELIGIBLE	– CODE DISPOSITION		96
CECCO ADURE CO ODDINATES				DISPOSITION CODE		
GEOGRAPHIC COORDINATES:			Temporarily r	not accessible		] 1
ADDRESS:		92	Not safe			2
DATE20 STAFF 1 STAFF2			Asked to leav	e		3
			Address not f		- 15	15
				et study criteria – DESCRIBE IN NC	100	7
START TIME: AM END TIME	:	□ ам	Permanently Other (SPECII	closed / Does not exist		8
☐ PM		□ РМ	Other (SPECII	-1):	-   -	<b>1</b> 6
A. SETTING	G, PAI	RKIN	G AND AN	MENITIES		
A1. Setting			A3. Does the	e school have?	NO	YES
a. What type of setting is this?			0 0 0		<b>0</b> 0	
School Grounds Other, <i>SPECIFY</i> :		□ 6 □ 8	b. Restrooms c. Showers/Lo		0	
b. Is school adjacent to a public park?	П			NAME OF THE PROPERTY OF THE PR		
IFNO, SKIP TO A2	□ °	1	d. Beverage V	ending Machines	<b></b> 0	<b>1</b>
IF Yes RECORD NAME of Park:		1		1.Plain Bottled Water	<b>0</b> 0	
c. Do school and park share sports features?	<b></b> 0	П1	IF A3d=0, SKIP 1-5	2. 100% Juice 3. Regular Soda	□ o □ o	
A2. Does the school have?			3KIP 1-5	4. Diet Soda		
a. Parking On-Site	NO 0	YES 1		5. Other Sweetened Drinks		
1. Lighted Parking (IF A2a=0, LEAVE BLANK)				ignage and barriers to	NO	YES
b. Sidewalk on street leading to entrance	п	<u> </u>			140	ILJ
	□ o		a. Signage inc	licates park/school name	<b></b> 0	<b>1</b>
1. Sidewalk Lighting (IF A2b=0, LEAVE BLANK)	<b>0</b> 0		b. Signage sta	dicates park/school name ates public use of area is ecific hours/period (e.g., after	00	□ 1 □ 1
Sidewalk Lighting (IF A2b=0, LEAVE BLANK)  c. Bicycle Parking			b. Signage sta limited to spe school) c. Signage sta	ates public use of area is ecific hours/period (e.g., after ates area is private or ess at all times (e.g. no		



		В.	SPOR	TS FEA	TURES	;			
M	ARK "X" IN	I BOX IF	NO SPOF	RTS FEAT	JRES AI	ND SKIP S	ECTION E	3	
FOR EACH FEATURE BELOW, COMPLETE ITEM B1	B1. How Many?		B2. Condition of Feature – How many in each?			Does th	B3. ne Feature lighting?		
IF B1 TOTAL >0, CODE B2 AND B3	TALLY	TOTAL	1. P	OOR	2. OK	/GOOD TOTAL	COULD NOT RATE	NO	YES
a. Field, Multi-use								<b>0</b> 0	<b>1</b>
b. Field, Football								<b>□</b> 0	<b>1</b>
c. Field, Baseball								<b>0</b> 0	<b>1</b>
d. Field, Soccer		ш					L	<b>0</b>	<b>1</b>
e. Court, Basketball								<b>0</b> 0	<b>1</b>
f. Court, Tennis							L	<b>0</b> 0	<b>1</b>
g. Court, Volleyball				1				<b>0</b> 0	<b>1</b>
i. Court, Multi-use								<b>□</b> o	<b>1</b>
m. Running/Walking Track		Ĺ		F .			[	<b>□</b> 0	<b>1</b>
n. Pool (> 3ft deep)		Ĺ					Ĺ	<b>0</b>	<b>1</b>
o. Wading Pool/Spray Grounds								<b>0</b> 0	<b>1</b>
p. Playground Area		L		ш			ш	<b>0</b>	<b>1</b>
q. Skateboarding Facilities							يت.	<b>0</b> 0	<b>1</b>
FOR EACH FEATURE, COMPLETE B1	T-1 17:	Feature sent?		B2. C	ondition	of Featu	re	Fea	Does the ture have ighting?
IF B1=1, CODE B2 AND B3	NO	YES		POOR	О	K/GOOD	COULI NOT RA		YES
r. Exercise Stations with signage	<b>0</b>	<b>1</b>		<b>□</b> 1		<b>□</b> 2		٥	<b>1</b>

FOR EACH FEATURE, COMPLETE B1		eature ent?	B2. Con	B2. Condition of Feature			
IF B1=1, CODE B2 AND B3	NO	YES	POOR	OK/GOOD	COULD NOT RATE	NO	YES
r. Exercise Stations with signage	□ o	<b>1</b>	<b>1</b>	<b>2</b> 2	0	<b>0</b>	<b>1</b>
s. Exercise Stations without signage	0	<b>1</b>	<b>□</b> 1	<b>□</b> 2		0	<b>1</b>
t. Rock Climbing Wall	<b>0</b>	<b>1</b>	<b>1</b>	<b>□</b> 2		<b>0</b>	<b>1</b>
NOTES							

C. SCHOO	OL FEATUR	ES AND AN	IENITIES			
FOR EACH FEATURE, COMPLETE C1	C1. Is Featu	re Present?	C2. Condition of Surface or Feature			
IF C1=1, CODE C2	NO	YES	POOR	OK/GOOD	COULD NOT RATE	
a. Green Space	<b></b> 0	<b>Q</b> 1	<b>Q</b> 1	<b>1</b> 2		
b. Beaches, Swimmable	<b>□</b> 0	<b>1</b>	<b>Q</b> 1	<b>□</b> 2		
c. Beaches, Recreational	<b>□</b> o	<b>1</b>	<b>□</b> 1	<b>□</b> 2		
d. Beaches, with Lifeguard	<b>□</b> o	<b>1</b>	<b>1</b>	<b>2</b> 2		
e. Other Water Features	<b>0</b> 0	<b>□</b> 1	<b>1</b>	<b>□</b> 2		
f. Shelters	<b>0</b> 0	<b>1</b>	<b>1</b>	<b>□</b> 2		
g. Picnic Tables Shaded	<b>0</b> 0	<b>1</b>	<b>1</b>	<b>□</b> 2		
h. Picnic Tables Not shaded	<b>□</b> 0	<b>1</b>	<b>1</b>	<b>□</b> 2		
i. Benches	□ o	<b>1</b>	<b>1</b>	<b>□</b> 2		
j. Drinking Fountains	<b></b> 0	<b>1</b>	<b>D</b> 1	<b>□</b> 2		
k. Decorative Water Fountains	<b>0</b>	<b>1</b>	<b>1</b>	<b>□</b> 2		
I. Trash Containers	<b></b> 0	<b>1</b>	<b>□</b> 1	<b>□</b> 2		
m. Grills/Fire Pits	<b>0</b>	<b>1</b>	<b>1</b>	<b>□</b> 2		
n. Fence	o	<b>1</b>	<b>1</b>	<b></b> 2		
o. Trails IF NO TRAILS, SKIP 1 AND 2 BELOW	۵o	<b>1</b>	<b>1</b>	<b>□</b> 2		
1. Two-way Traffic on Trails?	0	<b>1</b>		92		
2. Surface Material on Trails? CODE ON	LY 1	NOTES	-			
Asphalt/Concrete	<b>1</b>					
Wood Chips/Mulch	<b>□</b> 2					
Gravel	<b></b> 3					
Dirt	<b>4</b>					
More than 1 material	<b>□</b> 5					

	D. INC	IVILITIES		
D1. How much of is on the school property?	NONE	A LITTLE	SOME	A LOT
a. Garbage/Litter	<b>Q</b> 0	<b>1</b>	<b></b> 2	<b></b> 3
b. Broken Glass	٥	<b>1</b>	<b>□</b> 2	<b>3</b>
c. Graffiti/Tagging	Пo	<b>□</b> 1	<b></b> 2	<b></b> 3
d. Evidence of Alcohol Use	□ 0	<b>1</b>	<b>□</b> 2	<b>3</b>
e. Evidence of Substance Abuse	٥	<b>1</b>	<b></b> 2	<b></b> 3
f. Sex Paraphernalia	٥	<b>1</b>	<b>□</b> 2	<b>3</b>
g. Dog Refuse	٥	<b>□</b> 1	<b>□</b> 2	<b>□</b> 3
h. Dogs Unattended	٥	<b>1</b>	<b>□</b> 2	<b>3</b>
i. Vandalism	٥	<b>1</b>	<b>2</b>	<b>□</b> 3

BTG-COMP • PA FACILITY OBSERV	/ATIC	ON	Children's Healt	hy	
Ammended for CHL			Living Program		
JURISDICTION:			COMPLETION CODE		
COMMUNITY:			COMPLETED	- 8	01
DUCINECC ID .			PARTIALLY COMPLETED – CODE DISPOSITION	- 3	02
BUSINESS ID:			NOT STARTED – CODE DISPOSITION	85.	03
BUSINESS NAME:			NOT ELIGIBLE – CODE DISPOSITION		96
GEOGRAPHIC COORDINATES:			DISPOSITION CODE  Temporarily not accessible /Outside busines	. I	
ADDRESS			hours	3	<b>1</b>
ADDRESS:			Not safe		<b>□</b> 2
			Asked to leave /Observation not allowed by staff		<b>3</b>
DATE20 STAFF 1 STAFF2			Address not found		<b>□</b> 5
_			Does not meet study criteria – DESCRIBE IN NOTES		<b></b> 7
START TIME: AM END TIME:			Permanently closed / Does not exist		□8
□ РМ		□ РМ	Other (SPECIFY):		<b>□</b> 6
NOTES		-			
			B. FEES		
A SETTING			D. FLL3		
A. SETTING			MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-	В2	
A1. Type of Setting			MARK "X" IF FREE TO PUBLIC OR NO	NO □ 0	YES 1
A1. Type of Setting  Community Recreation Center		☐ 01	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for?	NO 0 NO	☐ 1 YES
A1. Type of Setting  Community Recreation Center  Boys and Girls Club		<b>1</b> 02	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for?  a. Low Income (Sliding Scale Fees)	NO □ 0 NO □ 0	☐ 1 YES ☐ 1
A1. Type of Setting  Community Recreation Center  Boys and Girls Club  Church Community Center		□ 02 □ 03	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-  B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for?  a. Low Income (Sliding Scale Fees)  b. Youth and/or Students	NO □ 0 NO □ 0 □ 0	☐ 1 YES
A1. Type of Setting  Community Recreation Center  Boys and Girls Club		02 03 04	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-  B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for?  a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA	NO □ 0 NO □ 0 □ 0	☐ 1 YES ☐ 1
A1. Type of Setting  Community Recreation Center  Boys and Girls Club  Church Community Center		□ 02 □ 03	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for? a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA F1. Does the facility have?	NO O O O O O O O O O O O O O O O O O O	YES  1 YES  YES
A1. Type of Setting  Community Recreation Center  Boys and Girls Club  Church Community Center  YMCA/YWCA  For-Profit PA Facility		02 03 04 05	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-  B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for?  a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA  F1. Does the facility have?  a. Parking On-Site	NO NO Do	YES 1
A1. Type of Setting  Community Recreation Center  Boys and Girls Club  Church Community Center  YMCA/YWCA		02 03 04	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for? a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA F1. Does the facility have?	NO O O O O O O O O O O O O O O O O O O	YES  1 YES  YES
A1. Type of Setting  Community Recreation Center  Boys and Girls Club  Church Community Center  YMCA/YWCA  For-Profit PA Facility		02 03 04 05	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-  B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for?  a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA  F1. Does the facility have?  a. Parking On-Site  1. Lighted Parking IF F1a=0, LEAVE BLANK b. Sidewalk on street at address	NO O O O O O O O O O O O O O O O O O O	YES  1  YES  1  1  1  1  1  1  1
A1. Type of Setting  Community Recreation Center  Boys and Girls Club  Church Community Center  YMCA/YWCA  For-Profit PA Facility  Other, SPECIFY:		02 03 04 05	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-  B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for?  a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA  F1. Does the facility have?  a. Parking On-Site  1. Lighted Parking IF F1a=0, LEAVE BLANK	NO NO NO O O O O O O O O O O O O O O O	YES  1  YES  1  1  YES
A1. Type of Setting  Community Recreation Center  Boys and Girls Club Church Community Center  YMCA/YWCA  For-Profit PA Facility  Other, SPECIFY:  A2. Indoor, Outdoor or Both Settings?		02 03 04 05	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for?  a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA F1. Does the facility have?  a. Parking On-Site  1. Lighted Parking IF F1a=0, LEAVE BLANK b. Sidewalk on street at address  1. Sidewalk Lighting	NO NO NO LO ALK NO LO	YES 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
A1. Type of Setting  Community Recreation Center  Boys and Girls Club  Church Community Center  YMCA/YWCA  For-Profit PA Facility  Other, SPECIFY:  A2. Indoor, Outdoor or Both Settings?  Indoor Sports Features only		02 03 04 05 01 01	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for? a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA  F1. Does the facility have? a. Parking On-Site 1. Lighted Parking IF F1a=0, LEAVE BLANK b. Sidewalk on street at address 1. Sidewalk Lighting IF F1b=0, LEAVE BLANK	NO N	YES 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
A1. Type of Setting  Community Recreation Center  Boys and Girls Club  Church Community Center  YMCA/YWCA  For-Profit PA Facility  Other, SPECIFY:  A2. Indoor, Outdoor or Both Settings?  Indoor Sports Features only  Outdoor Sports Features only	NO	02 03 04 05 01 10	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for? a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA  F1. Does the facility have? a. Parking On-Site 1. Lighted Parking IF F1a=0, LEAVE BLANK b. Sidewalk on street at address 1. Sidewalk Lighting IF F1b=0, LEAVE BLANK c. Bicycle Parking  PLEASE DON'T FORGET TO CODE E1. EXTERIOR IN	NO N	YES 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
A1. Type of Setting  Community Recreation Center  Boys and Girls Club Church Community Center  YMCA/YWCA  For-Profit PA Facility  Other, SPECIFY:  A2. Indoor, Outdoor or Both Settings?  Indoor Sports Features only  Outdoor Sports Features only  Both Indoor and Outdoor Sports Features	NO O O	02 03 04 05 10	MARK "X" IF FREE TO PUBLIC OR NO INFORMATION AVAILABLE AND SKIP B1-B1. Are there Daily Drop-in Rates?  B2. Are there Special Discounts for? a. Low Income (Sliding Scale Fees) b. Youth and/or Students  F. PARKING AND SIDEWA  F1. Does the facility have? a. Parking On-Site 1. Lighted Parking IF F1a=0, LEAVE BLANK b. Sidewalk on street at address 1. Sidewalk Lighting IF F1b=0, LEAVE BLANK c. Bicycle Parking  PLEASE DON'T FORGET TO CODE E1. EXTERIOR IN	NO N	YES 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

C. INDOOR FEATURES  MARK "X" IF NO INDOOR SPORTS FEATURES AND SKIP SECTION C											
		FEATURE BELOW, LETE ITEM C1		v Many?	C2. Condition of Feature – How many in each?						
IF C1 TOTAL >0, CODE C2					1. POOR		2. OK/GOOD		COULD		
en en		TALLY	TOTAL	TALLY	TOTAL	TALLY	TOTAL	NOT RATE			
	d. Field, Soco		ш		ш.		ш.				
	e. Court, Bas										
	f. Court, Teni										
	g. Court, Voll	eyball									
:	h. Court, Rac										
	i. Court, Mult										
12	j. Multipurpo										
FEA	k. Exercise M										
N N	l. Gymnastics										
ESNI	m. Running/\										
N N	n. Pool (> 3ft										
N	q. Skateboar										
ESI	C3. Does the facility have					C4. What is the condition?					
I		indoors?		YES	POOR		OK/GOOD		COULD NOT RATE		
FEA	t. Rock Climb IF C3t = 1,		Пo	<b>□</b> 1	<b>1</b>		<b>□</b> 2				
INDOOR FEATURESINDOORESNNNR FEATU	a. Drinking Fo	ountains	۵o	<b>□</b> 1		] 1	<b>□</b> 2				
N	b. Restrooms		<b>□</b> 0	<b>1</b>	NOTES						
) <del></del> }	c. Showers/L	ocker Rooms	□o								
	d. Beverage \	Vending Machines	<b>□</b> o	<b>1</b>	]						
		1.Plain Bottled Water	□ o	<b>1</b>	]						
		2. 100% Juice	<b>□</b> 0		]						
	IF C3d=0, SKIP 1-5	3. Regular Soda	۵o								
		4. Diet Soda	<b>□</b> o	<b>1</b>							
		5. Other Sweetened Drink	□ 0	<b>□</b> 1							

	D.OUTDOOR FEATURES  MARK "X" IF NO OUTDOOR SPORTS FEATURES AND SKIP SECTION D												
D0. I	s the PA Facility located insid			NO	YES			ARK UNIT ID					
		YES, CODE D		□ o	0 01								
a. SEL	ECT THE CONFIGURATION THAT BES	SES THE ARE	RANGEMEN	IT OF THE C	OUTDOOR F	FEATURE(S	)		***				
Facilit	Facility has 1 or more exclusive outdoor features - CODE PA-ONLY FEATURES IN SECTION D. CODE PARK FEATURES ON PARK FORM												
All ou	utdoor features are part of the pa	rk - SKIP SI	ECTION D A	ND CODE	OUTDOOR	FEATURES	ON PARK F	FORM ONLY					
FOR EACH FEATURE BELOW, D1. How COMPLETE ITEM D1 Many?			0.07000		D2. Cond	_	D3. Do Featur Light						
a. Field, Multi-use			TOTAL		POOR	2. OK/		COULD					
		TALLY	TOTAL	TALLY	TOTAL	TALLY	TOTAL	NOT RATE	NO D.	YES			
		<b></b> '				$\vdash$			<b>D</b> 0	<b>1</b>			
	b. Field, Football	<u> </u>	ا ت				ب	ш.	<b>0</b>	<b>1</b>			
	c. Field, Baseball	<u> </u>	<u></u>		<u> </u>		<u></u>		<b>0</b>	<b>1</b>			
	d. Field, Soccer								<b>0</b>	<b>1</b>			
	e. Court, Basketball							ш.	<b>0</b>	<b>1</b>			
	f. Court, Tennis								□ o	<b>1</b>			
	g. Court, Volleyball						-	<u> </u>	<b>0</b>	<b>1</b>			
	i. Court, Multi-use								<b>0</b>	□1			
S	m. Running /Walking Track						ш.		<b>0</b>	□1			
RE	n. Pool (> 3ft deep)						ш.		<b>0</b>				
ATU	o. Wading Pool / Spray Grounds							(2004)	<b>0</b>	<b>1</b>			
Æ	p. Playground Area						ب		۵o				
R K	q. Skateboarding Facilities	<u> </u>		<u> </u>					<b>□</b> 0	<b>1</b>			
OUTDOOR FEATURES	IF D1=1, CODE D2 AND D3		Feature sent?		D2. Cor	ndition of	Feature		D3. Do Featur Light	400			
0		NO	YES	РО	OR	OK/G	OOD	COULD NOT RATE	NO	YES			
	r. Exercise Stations with signage	۵o			]1		2		<b>0</b>	<b>1</b>			
	s. Exercise Stations without signage	٥	<b>1</b>		]1		2		<b>0</b> 0	<b>1</b>			
	t. Rock Climbing Wall	<b>0</b>	<b>1</b>		]1		2		<b>0</b> 0	<b>1</b>			
	D4. Does the facility have	. outdoor	rs?		D5. Wha	it is the condition?			NOTES	46			
	IF D4=0, SKIP D5	NO	YES	РО	OR	OK/G	iOOD	COULD NOT RATE					
	a. Drinking Fountains	<b>0</b> 0	<b>1</b>		1	□ 2							
	b. Trash Containers	<b>□</b> 0	<b>1</b>		] 1		2						
	c Benches	По			Π1		Па			ļ			



		CONTINU	JATION (	OF D. OU	TDOOR F	EATURES	S					
D6. Does	the facility have	outdoors?	KI .	NO	YES	NOTES						
a. Restroor	ms/Port-o-lets		<b>0</b>	<b>1</b>	1							
b. Showers	/Locker Rooms		<b>0</b>	<b>1</b>	1							
c. Beverage	<b>0</b> 0	<b>1</b>	1									
	1.Plain Bottled Wa	ter		<b>0</b>	<b>1</b>	1						
	2. 100% Juice			<b>0</b>	<b>1</b>	1						
IF D6c=0, SKIP 1-5	3. Regular Soda			<b>0</b>	<b>1</b>	1						
	4. Diet Soda			<b>0</b> 0	<b>1</b>	1						
	5. Other Sweetene	d Drinks		<b>0</b>	<b>1</b>							
	E. EXTERIOR INCIVILITIES											
Rate th	ty entranc	e area	E2. on the facility outdoor property  IF NO OUTDOOR SPORTS FEATURES, SKIP E2									
		NONE	A LITTLE	SOME	A LOT	NONE	A LITTLE	SOME	A LOT			
a. Garbage/Litter		<b>0</b> 0	<b>1</b>	<b>□</b> 2	<b>□</b> 3	<b>0</b> 0	<b>1</b>	<b>2</b>	<b>3</b>			
b. Broken Glass		<b>0</b>	<b>□</b> 1	<b></b> 2	<b></b> 3	<b>0</b>	<b>D</b> 1	<b>□</b> 2	<b></b> 3			
c. Graffiti/Tagging		<b>□</b> o		<b>□</b> 2	<b>3</b>	□ o		<b>□</b> 2	<b>3</b>			
d. Evidence	e of Alcohol Use	<b>0</b> 0	<b>1</b>	<b>2</b> 2	<b>3</b>	<b>0</b> 0	<b>1</b>	<b>2</b> 2	<b>3</b>			
e. Evidence Abuse	e. Evidence of Substance Abuse		□ 1	<b>□</b> 2	□ з	<b>0</b> 0	<b>1</b>	<b>2</b>	<b>3</b>			
f. Sex Para	phernalia	<b>□</b> o	□ 1	<b>□</b> 2			<b>□</b> 2	□ з				
g. Dog Refu	use	<b>0</b>	<b>1</b>	<b>□</b> 2	<b>3</b>	<b></b> 0	<b>1</b>	<b>1</b> 2	<b></b> 3			
h. Dogs Un	attended	<b>□</b> o	<b>1</b>	<b>□</b> 2	<b>3</b>	<b>0</b> 0	<b>1</b>	<b>□</b> 2	<b>□</b> 3			
i. Vandalisı	m	<b>0</b> 0		<b>2</b> 2	□ 3	<b>0</b> 0		<b>□</b> 2	<b>3</b>			
NOTES												



BTG-COMP • FAST FOOD OBSER\ FORM •	Children's Healthy							
Ammended for CHL			Living Program					
JURISDICTION:			COMPLET	TION C	ODE			
			COMPLETED				01	
COMMUNITY:			PARTIALLY COMPLETED – CO		02			
BUSINESS ID :		NOT STARTED – CODE DISPOS	ITION			03		
			NOT ELIGIBLE – CODE DISPOS	ITION			96	
BUSINESS NAME:			DISPOSIT	ION CO	ODE			
GEOGRAPHIC COORDINATES:			Temporarily not accessible/0		20000000	iss		
ADDRESS			hours	- 4.0.40				
ADDRESS:			Not safe				<b>□</b> 2	
			Asked to leave/Observation	not allo	wed by st	taff	<b>□</b> 3	
DATE20 STAFF 1 STAF	FF2		Address not found				<b>□</b> 5	
			Does not meet study criteria	- DESCR	IBE IN <b>NOT</b>	ES	<b>1</b> 7	
START TIME: AM END TIME	:	□ ам	Permanently closed / Does n	ot exist			□8	
□ PM		□ РМ	Other (SPECIFY):				<b>□</b> 6	
NOTES			•					
A. GENERAL	ANE	RES	STAURANT EXTERIOR					
			A4. Number of exterior wall	s visibl	e from pa	arking		
A1. Is the restaurant ?	NO	YES	lot or street IF 4+, CODE 4					
a. In a Food Court or a Mall IF YES, CODE A3 AND SKIP TO SECTION D	۵o		A5. Does the restaurant hav	e ?		NO	YES	
b. In a shared space with a Grocery or Department Store (IF YES, COMPLETE A2)	<b>0</b>	<b>Q</b> 1	a. Outdoor Seating			٥	<b>1</b>	
c. In a shared space with a Gas Station or Convenience Store ( IF YES, COMPLETE A2)	۵	<b>1</b>	b. Parking On-Site IF NO, S	SKIР ТО	4 <i>5c</i>	٥	<b>□</b> 1	
			Lighted Parking			۵o		
d. In a shared space with another Restaurant  IF YES, COMPLETE A2	Пo	<b>Q</b> 1	c. Sidewalk on street at address  IF NO, SKIP TO A5d	i		<b></b> 0	<b>□</b> 1	
A2. RECORD SHARED BUSINESS NAME(S)	<u> </u>		1. Sidewalk Lighting					
			d. Bicycle Parking					
			e. Bars on Windows					
					V			
			A6. How much	NONE	A LITTLE	SOME	A LOT	
A3. Restaurant Type CODE ONE TYPE UNLESS MULTI-	BRAND		graffiti/tagging is on	٥ 🗖	<b>1</b>	<b>□</b> 2	<b>□</b> 3	
Burger and Fries		□ 1 □ 2	building and/or property?	-				
Mexican/Latin American			A7. How much		-	_	Вз	
Fried Chicken/Fried Fish			garbage/litter is at the	<b>0</b>		<b>□</b> 2	_ 3	
Sandwich or Sub Shop Sandwich/Pastry (e.g., Panera, Cosi, Au Bon Pan)			facility entrance area?				<u>J</u>	
Pizzeria/Italian		□ 5 □ 6						
Plate Lunch/Lunch Truck		□ 6 □ 7						
Chinese/Pan-Asian		<b>3</b> 8	1					
Other, SPECIFY:		<b>□</b> 9	1					

B. EXTERIOR MARKETING										
COUNT THE NUMBER OF B1. on Building Exte			xterior	B2. or						
	TA	LLY	TOTAL	TALLY		TOTAL				
a. All Advertisements			-			-				
1. Ads that include a Price Promotion						( <b>)</b>				
2. Ads that include a Food			-							
3. Ads that include a Beverage			-			-				
a. Ads that include a Soda			-			-				
B3. Are there any ads with a ?	NO	YES	B4. Does the restaurant have an ?		NO	YES				
a. Dollar menu promotion	Пo	<b>1</b>	a. Exterior play area		<b>□</b> o	<b>1</b>				
b. Health claim	<b>0</b>	<b>1</b>	b. Indoor play area visible from outside		<b>0</b>	<b>1</b>				
1. IF YES, RECORD HEALTH CLAIM WORDING:	C. DRIVE-THRU									
c. Cartoon character(s)	<b>0</b>	<b>1</b>	-							
d. TV/movie star or sports/youth celebrity	<b>□</b> o	<b>1</b>	C1. Does the	restaurant have a dri	ve-thru?					
e. Kids' meal toy	۵o	<b>1</b>		NO □ o						
f. Other child-targeted marketing			YES 1							
SPECIFY:										

D. RESTAURANT INTERIOR										
D0. Is the restaurant drive-in only?	the restaurant drive-in only?				the restaurant have ?	NO	YES			
IF YES, SKIP TO D4			CONTROL N	cookies, sale at t	Пo	<b>1</b>				
D1. Is the food order ?	NO	YES			ss or other divider at cash register	<b>0</b>	<b>1</b>			
a. Placed at the counter	Пo		f. S	elf-serv	ice machine for fountain drinks	О	<b>1</b>			
b. Picked up at the counter	۵o		g. F	ree wa	ter accessible to customers	□ o	<b>1</b>			
c. Paid for at the counter	۵o	<b>1</b>	h. S	elf-serv	rice salad bar	□ o	<b>1</b>			
D2. Does the restaurant have ? NO YES						•				
a. Indoor seating	□ o	<b>1</b>		<b>Numb</b> F 5+, CC	er of Cash Registers					
b. Interior play area for kids	٥			,		70.				
c. Indoor display for kids' meal toys	۵o		D4	Does	the restaurant have a restroom		YES			
j. Any ads or displays for kids' meal toys ≤3 ½ feet from ground	۵o			access	<b>0</b>	<b>1</b>				
	E. GE	NER.	AL MI	ENU I	REVIEW					
E1. Does the menu have ?			NO	YES	E2. How many are on the menu?	Co	unt			
a. Dollar Menu IF N	O, SKIP TO	O E1b	<b></b> 0	<b>1</b>	Non-fried vegetable sides (w/o added fat)					
1. Fruit, vegetable, salad, or yogurt on d	ollar me	nu	<b>0</b>		b. Fresh fruit sides					
2. Dessert on the dollar menu			<b>0</b>		c. Other fruit sides					
3. Fountain drink on the dollar menu			۵		E3. Is there signage at the point of		VEC			
4. French fries on the dollar menu			<b>□</b> o		purchase designating options?	NO	YES			
5. Entrée on the dollar menu			<b>0</b>	<b>□</b> 1	a. Low-calorie		0 🗆 1			
b. Combo Meal or Meal Deal with sides				<b>□</b> 1	b. Low-fat		0 1			
c. Entrée Salad option IF N	O, SKIP TO	) E2	<b></b> 0		c. Low-sodium		0 🗖 1			
1. Low fat or fat-free salad dressing			<b>0</b>		f. Other healthy, SPECIFY:		0 1			
FF D			NO	YES						
E5. Does menu include mixed drinks or	iiquor?		<b>□</b> 0	<b>1</b>						



F. BEVERAGE ITEMS										
F1. Is item available?  IF NO, SKIP TO NEXT ROW				NO	YI	ES .				
a. Fountain Drink, smallest				<b>0</b> 0		1				
b. Fountain Drink, largest				<b></b> 0		1				
c. Packaged Soda				<b>0</b> 0		1				
d. 100% Juice			NO	<b>0</b> 0		1				
e. Milk, skim or 1% fat (unflavored)			ASK IF NOT LISTED ON MENU BOARD	<b>0</b> 0		1				
f. Milk, whole/Vit D or 2% fat (unflavored)	<b>0</b> 0		1							
g. Bottled Water	<b>0</b> 0		1							
j. Flavored Coffee Drinks (hot or iced)				<b></b> 0		1				
k. Shakes or Malts				<b>0</b> 0		1				
I. Flavored Milk (e.g., chocolate, strawberry)		<b>0</b> 0		1						
MARK "X" I		. FOOD IT	EMS LABLE AND SKIP S	SECTION G						
G1. Is item available?  IF NO, SKIP TO NEXT ROW				NO	YE	s				
a. French Fries, smallest		-		<b>□</b> 0		1				
b. French Fries, largest				<b>0</b> 0		1				
c. Cheeseburger				<b></b> 0		1				
d. Chicken Sandwich, with roasted/grilled chick	ten			<b>0</b> 0		1				
e. Entrée Salad, with roasted/grilled chicken				<b>0</b> 0		1				
f. Fried Chicken, leg/drumstick & thigh				<b>0</b> 0	<b>1</b>					
g. Cheese Pizza, thin crust				<b>0</b> 0		<b>1</b>				
h. Taco, with ground beef				0 0		<b>]</b> 1				
i. Sub Sandwich, with turkey and cheese				<b>0</b> 0	<b>1</b>					
	H. KID	S' MENU	REVIEW	ż						
H1. Is there a kids' menu/meal	NO	YES	H2. Does kids	' menu/meal offer ?	NO	YES				
available? IF NO, SKIP H2	h A fruit vogetable salad er vogust side				е По	<b>1</b>				
H2. Does kids' menu/meal offer ?	NO	YES	2. Any of t	hese available when asked	l? 🗖 o	<b>1</b>				
Unflavored skim/1% milk, 100% juice or bottled water on menu board IF YES, SKIP H2a2	<b>0</b> °	<b>1</b>	c. Free toys/cl	nild-oriented giveaways	o o	<b>1</b>				
2. Any of these available when asked?	<b>0</b> 0	<b>1</b>	d. Toys for an	additional charge	<b>0</b>	<b>1</b>				

