**A** **SENATE RESOLUTION**

TO DESIGNATE FRIDAY, SEPTEMBER 2, 2011, AS “SOUTH CAROLINA FAMILY PLAY DAY” AND TO ENCOURAGE ALL SOUTH CAROLINIANS TO JOIN HANDS IN CELEBRATING THIS DAY.

Whereas, Zest Quest is working with the Children’s Museum in Greenville to make the month of September 2011 a healthy month for South Carolina children and their families; and

Whereas, the mission of Zest Quest is to create an environment that educates and inspires children and their communities to lead physically, emotionally, and intellectually healthier lives. Through a unique, interactive, standards‑based curriculum and associated programs, Zest Quest seeks to empower each individual with the knowledge and tools to live a healthy life; and

Whereas, the Zest Quest team continuously works to develop a well‑functioning program that can be adapted easily to schools and believes that through their relationship with the Youth Learning Institute of Clemson University, they can positively impact the health and lives of children in the Carolinas and beyond; and

Whereas, to shed a deserving light on the prominent role children and families play in South Carolina, September 2, 2011, should mark South Carolina Family Play Day. Now, therefore,

Be it resolved by the Senate:

That the members of the Senate, by this resolution, designate Friday, September 2, 2011, as “South Carolina Family Play Day” and to encourage all South Carolinians to join hands in celebrating this day.

Be it further resolved that a copy of this resolution be forwarded to Zest Quest, the Children’s Museum in Greenville, and the Youth Learning Institute of Clemson University.

‑‑‑‑XX‑‑‑‑