

# PROCLAMATION



## Office of the Mayor

**WHEREAS**, parks and recreation services are an integral part of communities throughout this country, including the City of Appleton, and are important for establishing and maintaining quality of life, ensuring the health of citizens, and contributing to the economic and environmental well-being of a community and region; and

**WHEREAS**, parks and recreation services build healthy, active communities that aid in the prevention of chronic disease, provide therapeutic recreation for those with different abilities, and improve the mental and emotional health of all residents; and

**WHEREAS**, parks and recreation services increase a community's economic prosperity through increased property values, expansion of the local tax base, increased tourism, attraction and retention of businesses, and crime reduction; and

**WHEREAS**, parks and natural recreation areas are fundamental to the environmental well-being of communities as they improve water quality, protect groundwater, prevent flooding, improve the quality of the air we breathe, provide vegetative buffers to development, and produce habitat for wildlife; and

**WHEREAS**, our parks and natural recreation areas ensure the ecological beauty of our community and provide a place for children and adults to connect with nature and recreate outdoors; and

**WHEREAS**, as the U.S. House of Representatives has designated July as Parks and Recreation Month, the City of Appleton also recognizes the benefits derived from parks and recreation resources.

**NOW THEREFORE, BE IT RESOLVED, THAT I, JACOB A. WOODFORD**, Mayor of the City of Appleton, Wisconsin, do hereby proclaim the month of July 2021 as

## Parks and Recreation Month

in Appleton and urge all citizens to join with other communities in recognizing that parks and recreation services are essential to the quality of life not only in July, but throughout the entire year.



Signed and sealed this 15 day of July 2021.

**JACOB A. WOODFORD**  
MAYOR OF APPLETON