

Office of Mayor Craig Lowe PROCLAMATION

WHEREAS, character building is an important aspect of a child's development, and more than ever, our children need positive and constructive guidance which can come from families, schools, youth organizations, religious institutions, civic groups and especially, public recreation programs; and

WHEREAS, the character of our city is only as strong as the character of our individual citizens and everyone benefits when young people learn that good character counts in personal relationships, as well as academic and professional settings; and

WHEREAS, "Character Counts," a program administered by the Josephson Institute, is an approach to character education helping to change the lives of millions of youth for the better. The program centers on basic values collectively referred to as the Six Pillars of Character, which include trustworthiness, respect, responsibility, fairness, caring and citizenship; and

WHEREAS, the Department of Parks, Recreation and Cultural Affairs has integrated Character Counts in our after-school, youth environmental education and youth athletics programs to further the leadership development skills and behavioral goals of our youth throughout the city while playing and participating in youth programs; and

WHEREAS, each year, organizations across the country participate in Character Counts Week as a time to emphasize the importance of striving for good character at all times, in every situation.

NOW, THEREFORE, I, Craig Lowe, by the authority vested in me as Mayor of the City of Gainesville, do hereby proclaim October 16 - 22, 2011 as

Character Counts Week

in the City of Gainesville and invite all our citizens to join me in including their children in various activities and events available throughout the city emphasizing the Six Pillars of Character.

IN WITNESS WHEREOF, I have hereunto set my hand and caused to be affixed the official seal of the City of Gainesville, Florida, this 19th day of September, A.D., 2011.



Craig Towe
Mayor