

A Proclamation
by
Governor Ronnie Musgrove

WHEREAS, the safety and well being of children is a priority of this state; and

WHEREAS, more that 200,000 children are injured on playgrounds in the United States each year equaling an average of one playground-related emergency room visit every two-and one-half minutes; and

WHEREAS, the National Program for Playground Safety has been created at the University of Northern Iowa to help inform the nation about playground injuries and possible ways to reduce the number of injuries; and

WHEREAS, the National Program for Playground Safety has identified key areas that could help substantially reduce the number of playground injuries and keep our children SAFE - providing: proper **S**upervision, **A**ge appropriate equipment, materials to soften **F**alls to the Surface, and **E**quipment maintenance; and

WHEREAS, it is appropriate to set aside a week each year for the direction and thought on how to keep our children safer on playgrounds; and

WHEREAS, Spring is often a time that children head to the playground and a large percentage of playground injuries occur from April through June; and

WHEREAS, schools, parks and other public facilities are preparing for summer season and playground participants; and

WHEREAS, all of us that care about children make the commitment that no MISSISSIPPI child shall play on an unsafe playground; and

WHEREAS, the National Program for Playground Safety has designated April 24-28th, 2000 as National Playground Safety Week;

Now, therefore, I, Ronnie Musgrove, Governor of the State of Mississippi, hereby proclaim April 24-28, 2000 as

PLAYGROUND SAFETY WEEK

in the State of Mississippi and encourage all citizens to join in this important observance.

IN WITNESS WHEREOF, I have hereunto set my hand and caused the Great Seal of the State of Mississippi to be affixed.

DONE in the City of Jackson, February 25, 2000, in the two hundred and twenty-fourth year of the United States of America.

RONNIE MUSGROVE
GOVERNOR

Eric Clark
Secretary of State